The
Star-Struck City

RUINS OF NOY JITAT
DEN OF THIEVES
PLANAR TOWER
GREY FOREST
THE BLACK FORTRESS
SHALLOW SEA
BASILEAN SEA
THE BURNING SCAR
SKYPIERCER PEAK
BLIND FOREST
SECLUDED FOREST
CELESTIAL CITADEL
SMOKE-CURSED GLEN
OLD TRAIL
MOUNTAINS OF STEEL
TOMB OF FOREFATHERS
WATCHTOWER OF ANCIENTS
CHILD OF THE ABYSS
HOON RIVER
SHADOW FOREST
THE BONEMARSH
THE ETERNITY TOWER
THE GAUNTLET
BAY OF TEETH
SCAR RIVER
THE MONOLITH
THE GREAT RIFT
LAKE OF SORROW
THE SHIVERING SCAR
THE SLEEPING TEMPLE
BLOOD RIVER
MOUNTAIN OF DREAD
MARKET DISTRICT
MILITARY DISTRICT
RUINED COASTWAY
GREAT LIBRARY OF PRIMOVAUTOR
HARBOUR OF SPLENDOUR
WEST DISTRICT
PALACE
INNER SEA
LITTLE ISLE
SOUTH DISTRICT
THE BLACK MOOR
SEA QUEEN'S OCEAN
SANCTUARY
ISLE OF HOPE
SENTENIAL LIGHTHOUSE

The Star-Struck City

Skirmish wargaming amongst the sunken ruins of Perditus

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Based on the Ruleset

Mantic Game's Kings of War

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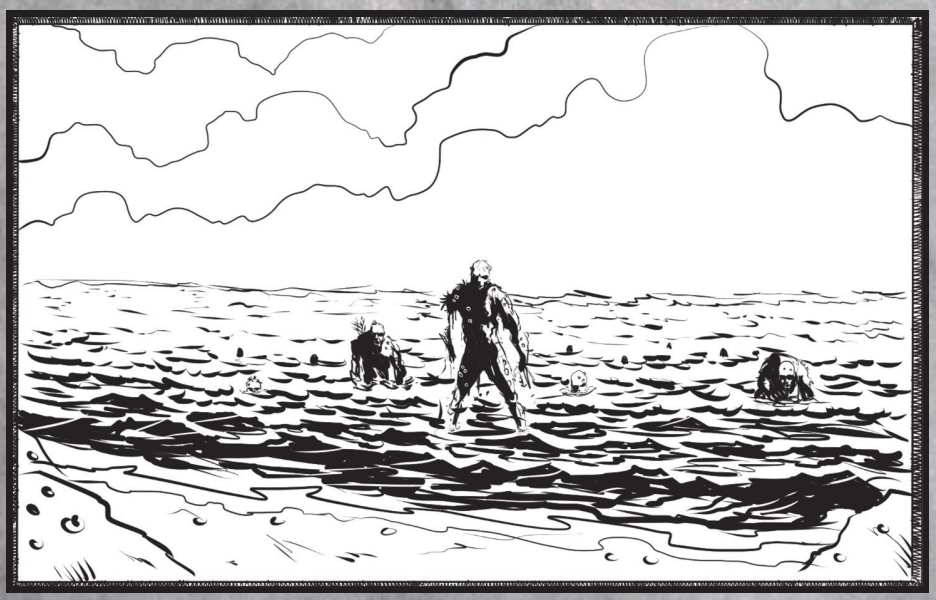
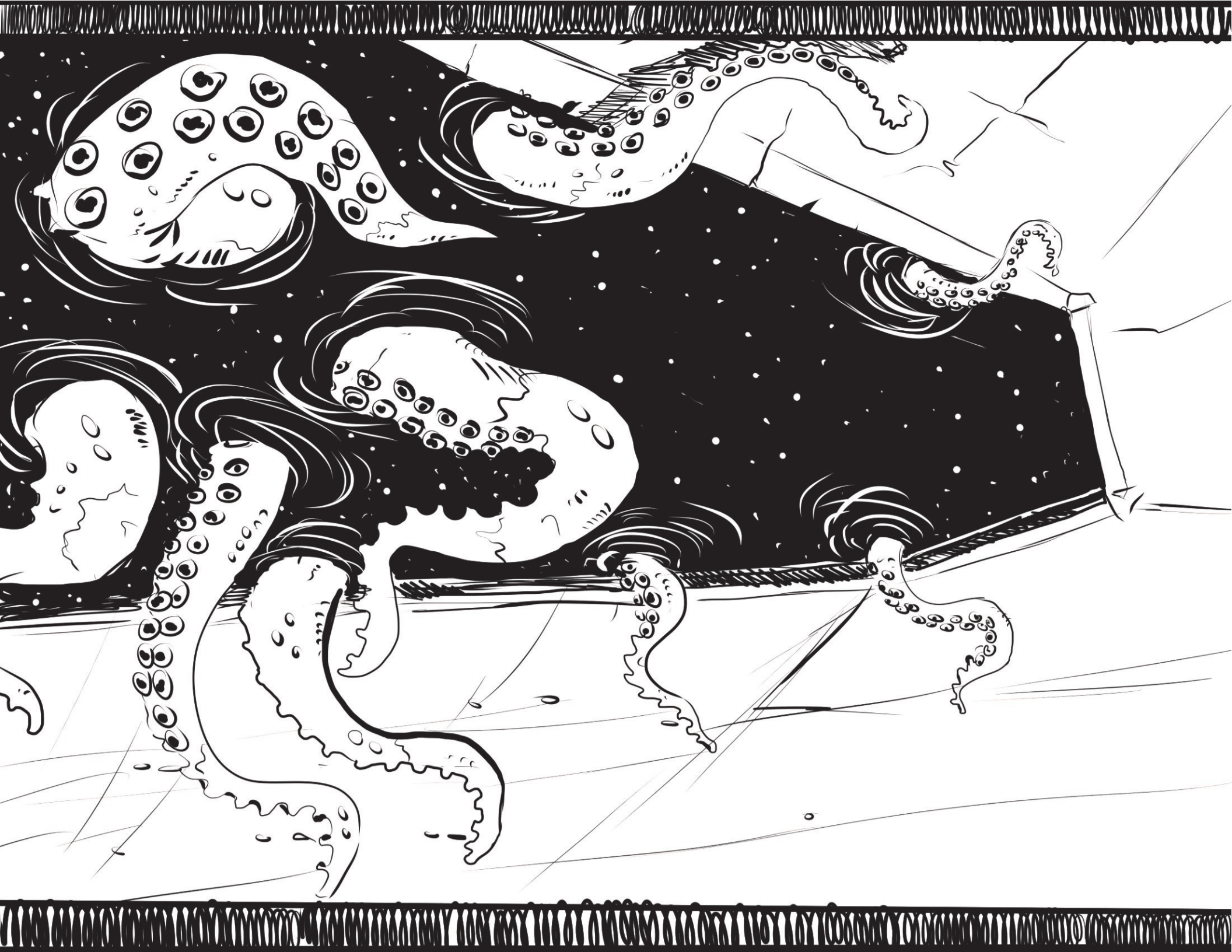
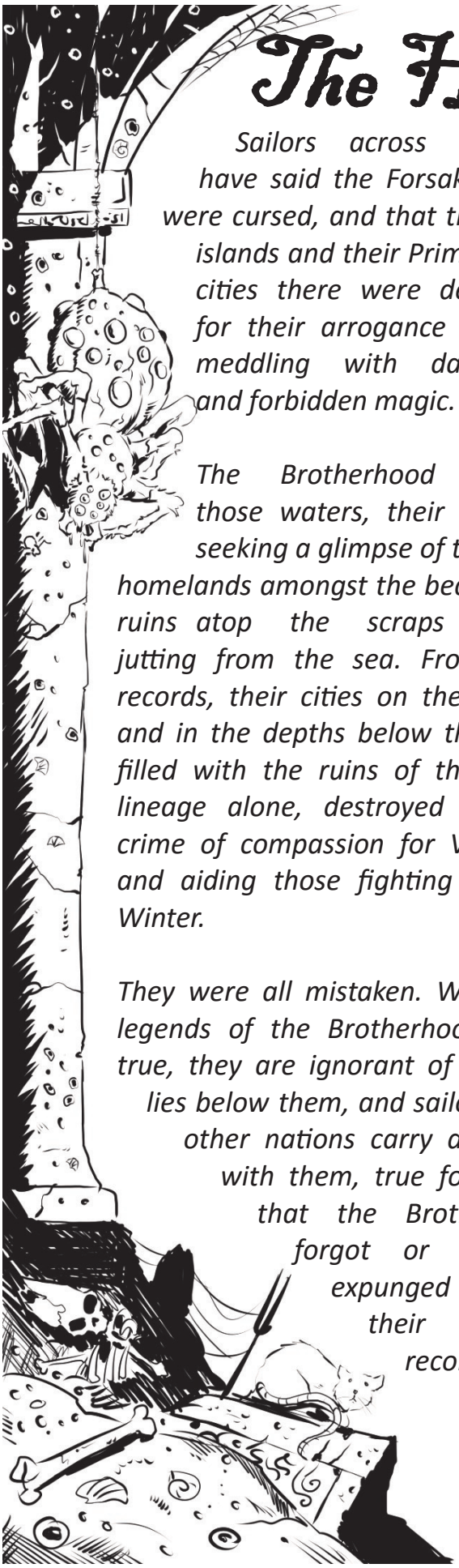


Our city is beyond compare; beyond measure. The blight of the war and the petty squabbles are but passing ripples, and our beacon shall shine on as our sister cities look on us in wonderment and envy. They deride us, in their ignorance, for how can a gnat understand the beauty of the stars themselves?

This war, over a mirror containing the power and majesty of but one star, will soon seem the folly it truly is. Our magicks will bend the energies, from any of the lights that can be beheld in the vaulted skies above, to our whim alone.

And, at long last, we will have peace.





The History of Perditus

Sailors across Mantica have said the Forsaken Isles were cursed, and that the three islands and their Primovantor cities there were destroyed for their arrogance and for meddling with dangerous and forbidden magic.

The Brotherhood patrols those waters, their scholars seeking a glimpse of their lost homelands amongst the beast-filled ruins atop the scraps of land jutting from the sea. From their records, their cities on the islands and in the depths below them are filled with the ruins of their own lineage alone, destroyed for the crime of compassion for Valandor and aiding those fighting against Winter.

They were all mistaken. While the legends of the Brotherhood were true, they are ignorant of all that lies below them, and sailors from other nations carry a legend with them, true for a city that the Brotherhood forgot or perhaps expunged from their own records.

There was a fourth island of the Primovantor, forgotten to time and hidden by the cruel waves of the Infant Sea: Casa-Omicidi.

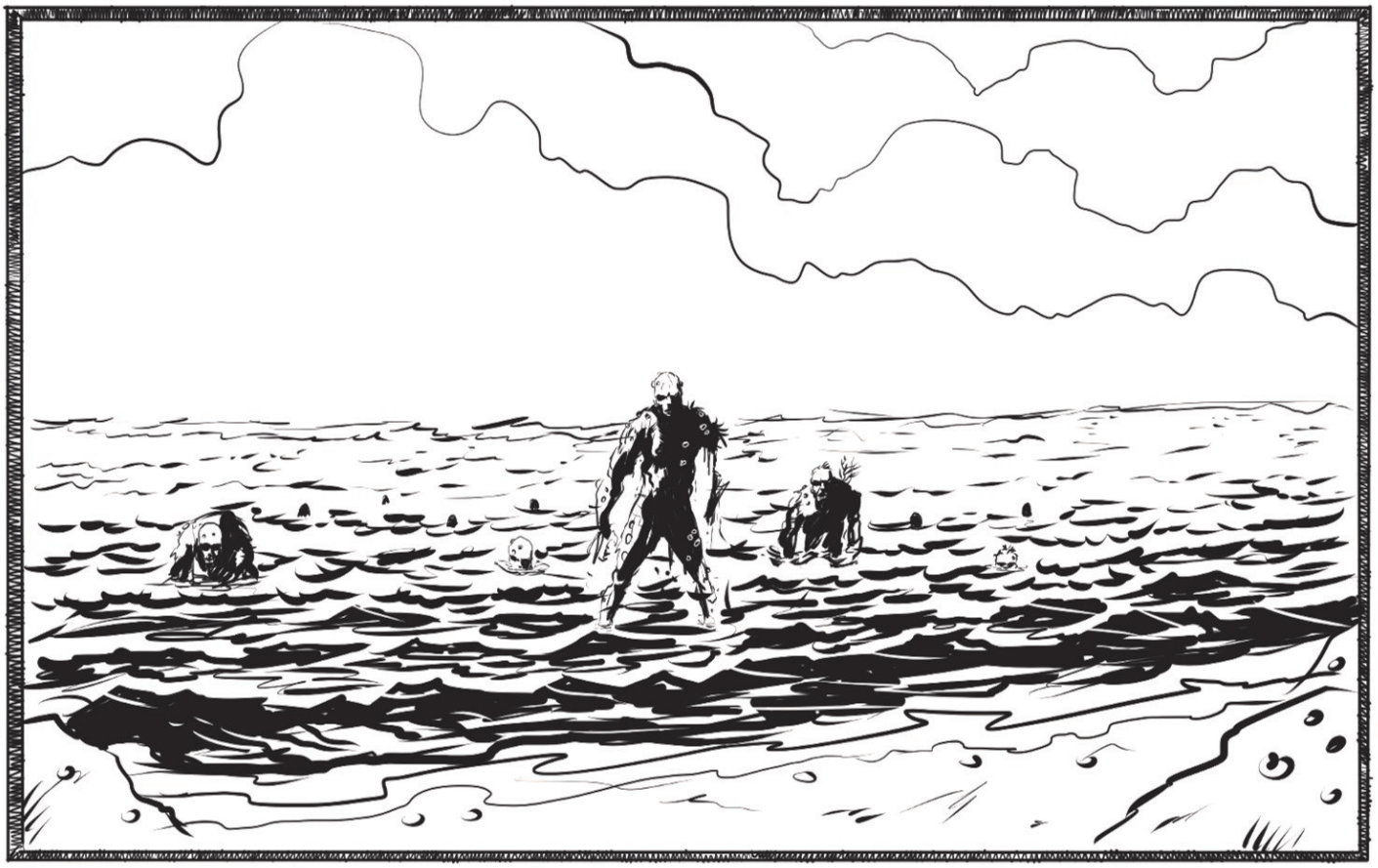
This city was said to be the brightest, wealthiest of the Primovantor cities on the small sea that the Infant Sea was mightily birthed from. Filled with treasures and wealth of all description, the records of the sages say it was smote. Whether this blow was delivered by the Celestians and their gods or the Abyssals and the dark powers that provided their foul magic was not known to the scrolls of history. The city itself was rent asunder by a rain of fire, and the calamity drove it under the waves, deep enough that even the Trident Realms dared not venture within. The city was exiled from this reality and lost to the depths.

Lost, that is, until a recent sundering of the distant seabed forced the forgotten island to the surface.

The great quaking and rolling of waves the heights of watchtowers was heralded as a sign of great evil and ill fortune. Many seers advised that whatever had caused such an event was to be avoided at all costs.

Their words were not heeded, such was the greed over the exposed treasures.

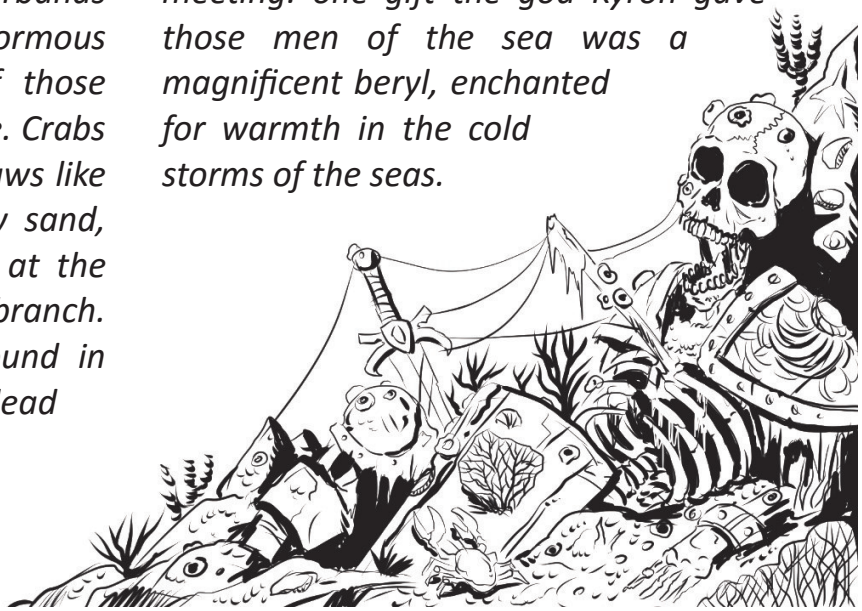
Now, the city has been exposed, the coral- and barnacle-encrusted ruins towering over the other three islands. It was said that water spilled from windows and balconies even days after the city's emergence, as if

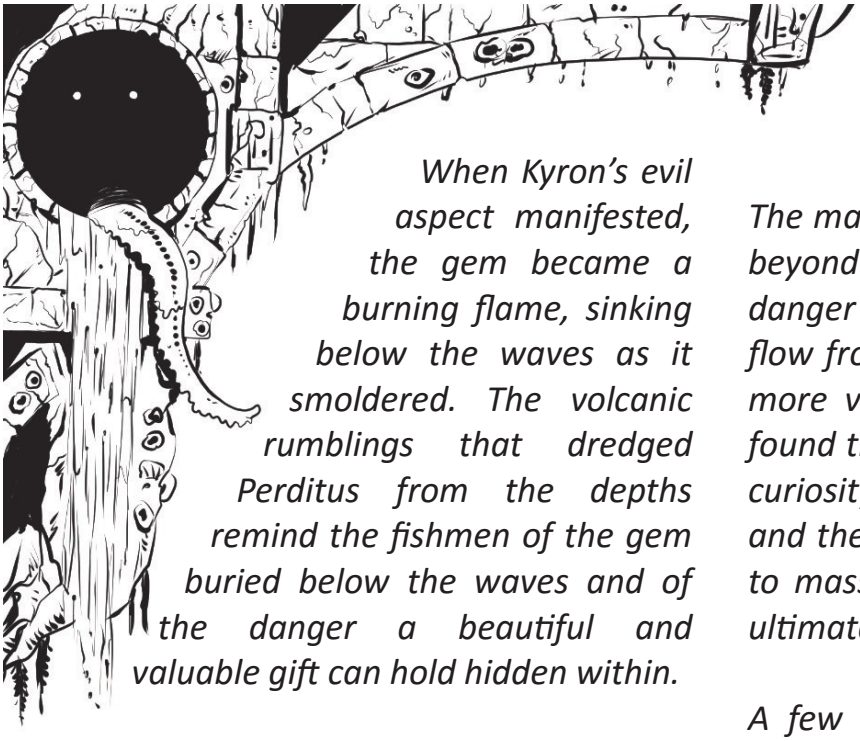


coming from some source unknown. Shapes have been seen moving in the waters, flitting between shadows with the sound of scraping claws on cobblestone.

Those few that have chased such shadows have been found, mangled and slaughtered, with no survivors to tell of what fate befell them. Others have seen warbands slaughtered, with the marks of enormous tentacles pockmarking the faces of those poor souls who were unable to escape. Crabs the size of a tavern table and with claws like a pair of swords lurk in the shallow sand, capable of clipping an Ogre in two at the waist like they were but a yew branch. Poisonous spined fish have been found in traps set to lance the unwary and lead them to a slow and agonizing death as the fish's paralyzing venom works its way beneath their skin.

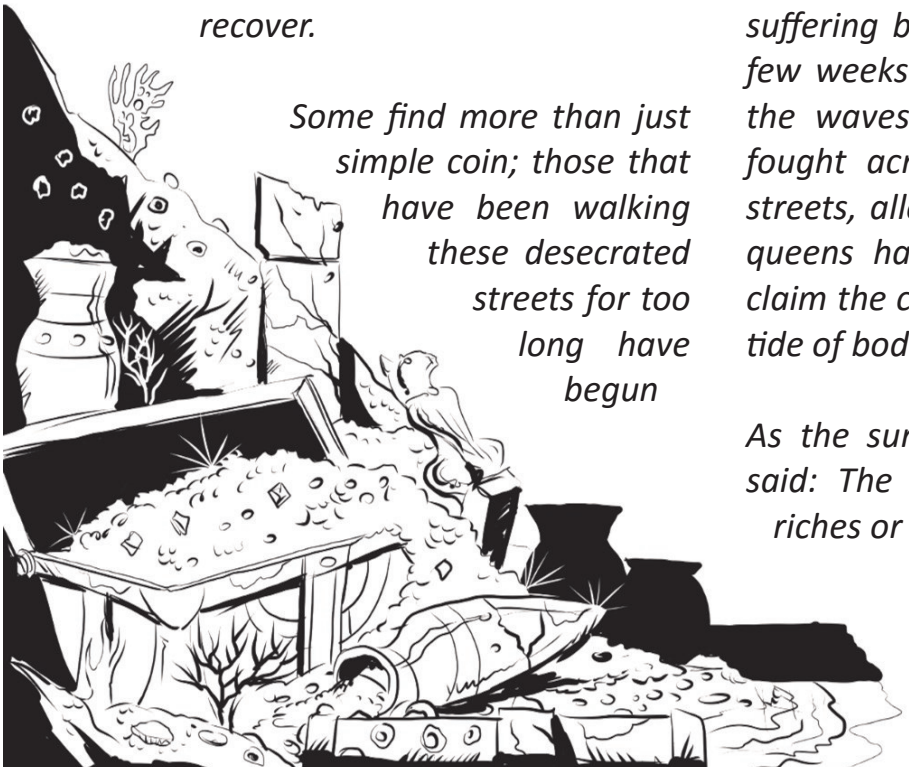
The city has been renamed by the Brotherhood as 'Perditus' and 'The Lost Jewel' by the Trident Realms. For the Brotherhood, the city is a foul memory, a stain on an otherwise daunting record. For the Trident Realms, the name holds special meeting: one gift the god Kyron gave those men of the sea was a magnificent beryl, enchanted for warmth in the cold storms of the seas.





When Kyron's evil aspect manifested, the gem became a burning flame, sinking below the waves as it smoldered. The volcanic rumblings that dredged Perditus from the depths remind the fishmen of the gem buried below the waves and of the danger a beautiful and valuable gift can hold hidden within.

To all other nations, the city is now simply a battlefield. A thousand tiny wars and skirmishes are being fought in an equal number of streets, alleys, and courtyards. Narrow confines and precarious diplomacies prevent full regiments from being wielded, but each nation has sent what soldiers and forces they can to secure as much wealth and knowledge as they can recover.



Some find more than just simple coin; those that have been walking these desecrated streets for too long have begun jumping at shadows, attacking their fellows or swimming into the depths in full armor.

The madness is contagious, but the wealth is beyond measure and nearly worth the danger to acquire. Gold and gems seemingly flow from every smashed urn and chest, but more valuable are the shards of starmetal found throughout the city. Some have voiced curiosity over the cause of Perditus' calamity, and the paths of twinkling starmetal leading to massive craters lends some clue to their ultimate fate.

A few have quietly noted that the craters contain massive cracked stone-and-starmetal spheres, hollow within but covered in countless scratches from the talons of some manner of beasts. In any case, riches are available outside of these craters as well, ready for those willing to fight to claim them for their own.

Scars have been inflicted; death and suffering beyond measure in the space of a few weeks since the city has emerged from the waves. A thousand battles have been fought across hundreds of coral-encrusted streets, alleys, towers, and keeps. Kings and queens have called upon their subjects to claim the city's wealth for their own, and the tide of bodies cannot be stemmed.

As the surviving veterans of Perditus have said: The Star-Struck City now only offers riches or death. What will you find?

Introduction

Star-Struck City is a quick and vicious skirmish wargame set in the sunken ruins of the cursed city of Perditus. This deluxe edition of the ruleset contains some outstanding art and stories as well as all of the gameplay, campaign, and warband rules required for play.

The rules are divided to offer gameplay for both one-off games as well as deep and engaging campaigns, and this is explained in more detail on the next page. Future expansions and the *Ironwatch Magazine* will continue to add to this ruleset, so keep a weather eye out!

New Players

This ruleset is based heavily on the *Kings of War* ruleset. The rules and gameplay have been duplicated here for clarity and should feel familiar if you've played any *Kings of War* before.

If you haven't played Kings of War, don't worry; all of the rules required to play are between these covers.

Kings of War Players

If you are a veteran of *Kings of War*, please note these major thematic and gameplay changes:

Individual: Most units in *The Star-Struck City* act as Individual Heroes and Monsters would in *Kings of War*, rather than units of several models.

Toughness: Toughness replaces Nerve, and the most notable change here is that many if not all units can be disabled or killed with a single wound. Toughness is tested in the same way as Nerve but with a single die instead of two.

Elevation: *The Star-Struck City* has all manner of ruined buildings, catwalks, balconies, and rooftops to be used in an engagement. Unlike *Kings of War*, be mindful that most terrain can be climbed, and that units can jump between terrain or jump down from higher terrain.

Critical Hits and Damage: Lucky strikes can inflict far more damage in a lucky blow, so no battle's outcome is foregone.

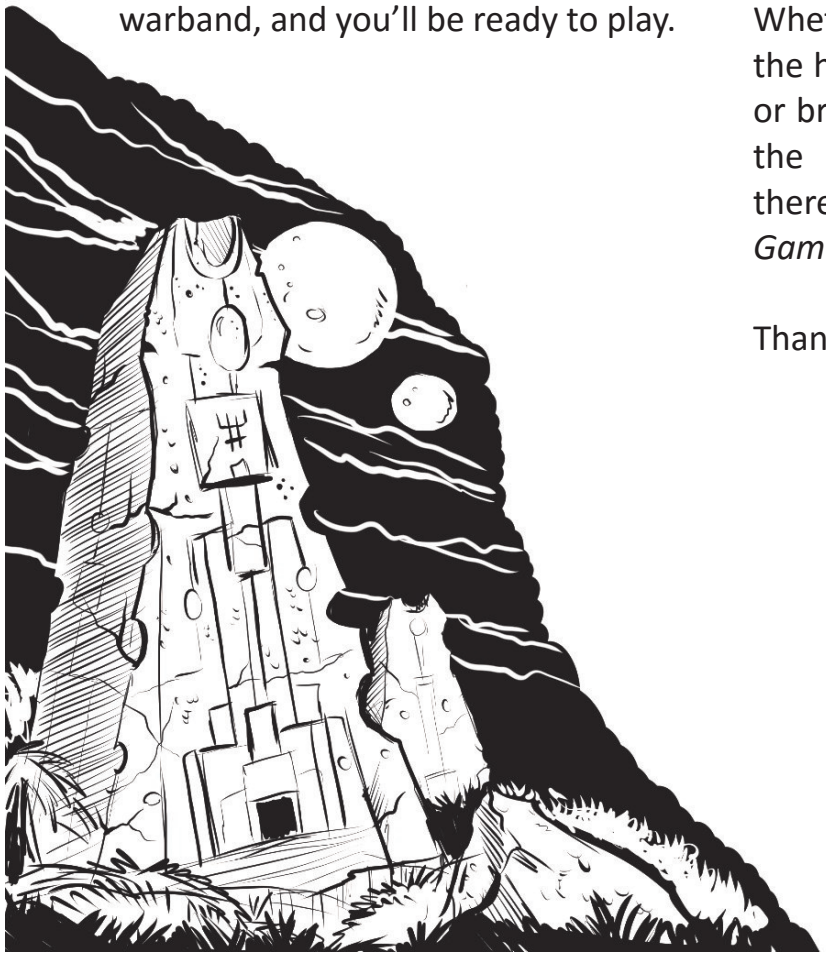
You can lose the battle and still win the war: *The Star-Struck City* truly shines when you play in an ongoing, linked campaign of multiple games. Injuries, discovered loot, or slain units are repercussions that can be felt over multiple games. Sometimes it's better to voluntarily flee and live to fight another day than suffer too many losses in one game.

Starmetal: Starmetal serves a major role in The Star-Struck City campaign games, both as a source of wealth as well as a boon in combat. There's good reason nations have sent their finest mercenaries to fight over the waterlogged ruins here.

In this ruleset, there are three primary sections:

- Spoils of War
- The Star-Struck City
- Warbands

Spoils of War contains all the rules necessary to play an engaging, dynamic skirmish game against one or more opponents. If you're looking for a single game rather than an extended chain of games, build your warband, and you'll be ready to play.



The Star-Struck City contains the rules needed for campaign play, allowing you to watch and enjoy as your warband grows and evolves over multiple linked games. Injuries, experience, and units gaining new Skills all are featured in this section, so if you're planning on playing multiple games, you'll need these rules as well.

Finally, the Warbands section contains the warband choices you have to play both basic Spoils of War skirmish games as well as *The Star-Struck City* campaign games. If you like the idea of running units from multiple different warband lists in the same warband, be sure to check out the rules for Mercenaries on page 48.

Future expansions may include new sections to supplement or replace the existing rules and introduce entirely new ways to play. Whether you're fighting over soul gems in the heart of a crumbling pyramid necropolis, or braving the depths of the Abyss to rescue the lost and damned souls of the fallen, there's lots more to come from *Ironwatch Games*.

Thanks for playing!

Spoils of War

Seven shards of starmetal

under a sunless sky.

A band of seven discover them;

Seven were doomed to die.

For they all swore to split the wealth,

But one amongst them lied.

When the one had slain them all,

An ambush was their prize.

Units

In *The Star-Struck City*, all units are made up of a single model. These units must be glued onto bases, and each unit belongs to one of the following Types:

Infantry

Unless otherwise specified, all units are assumed to be Infantry. Infantry have no additional base rules.

Cavalry

Units may be indicated as Cavalry in their Special Rules or gain the Cavalry Special Rule through purchased Equipment or Skills. Cavalry units are limited to moving mostly in straight lines (see page 18). Cavalry units without Fly cannot Jump Down beyond 4" or Climb. Cavalry can Jump Across gaps of up to 6" with an Advance move action or 12" with a Charge or At the Double move, and they can make a Fall check for every 6" of gap crossed (rounding fractions up).

Large Infantry

Units may be indicated as Large in their Special Rules or gain the Large Special Rule through purchased Equipment or Skills. This can be a single, imposing model or a swarm of lesser creatures that have banded together to become a serious threat. Large units also have additional effects in Melee against smaller enemies.

Large Cavalry

Units may be indicated as Large and Cavalry in their Special Rules or gain the Large and Cavalry Special Rule through purchased Equipment or Skills. Cavalry units are limited to moving mostly in straight lines (see page 18). Cavalry units without Fly cannot Jump Down beyond 4" or Climb. Cavalry can Jump Across gaps of up to 6" with an Advance move action or 12" with a Charge or At the Double move, and they can make a Fall check for every 6" of gap crossed (rounding fractions up). Large units also have additional effects in Melee against smaller enemies.

Kings of War Allies

During the course of the game, you may also be given the opportunity to hire allies from your respective warband's army list (Such as an Abyssal Dwarf warband hiring from the Abyssal Dwarf army list from *Kings of War*). You may only hire War Engines, Monsters, and Heroes from those army lists, as indicated on page 39.

War Engines: A War Engine is a unit consisting of a single War Engine, like a catapult or a bolt thrower. It may also have number of crew models, but these are purely decorative and should be arranged around the machine in a suitably entertaining fashion.

Since the crew is merely decorative, they are ignored for all in-game purposes, such as checking ranges, movement, etc. War Engines can never Climb, Jump Down, or Jump Across.

Monsters: A Monster is a unit consisting of a single model, which can be a large and powerful mythical beast or magical construct. Monsters count as Large Cavalry.

Heroes (Hero/xxx): A Hero is a unit consisting of a single model. It can be an officer, a sorcerer, or even a mighty lord of its race. Heroes vary in size between different races and can ride many types of mount or monstrous war beasts, so Heroes always have a tag in brackets specifying with what type of unit they belong, which helps when determining their height and other special rules.

A Hero could be a (Hero/Inf), or a (Hero/Cav), or a (Hero/Mon), or a (Hero/Lrg Inf), or a (Hero/Lrg Cav), and though we have not yet conceived a (Hero/War Eng), one never knows.

Sometimes Heroes have options that allow them to choose different mounts. If a mount is chosen, the Hero's unit type changes to that of the relative mount, as specified in the Hero's entry.

Base Sizes

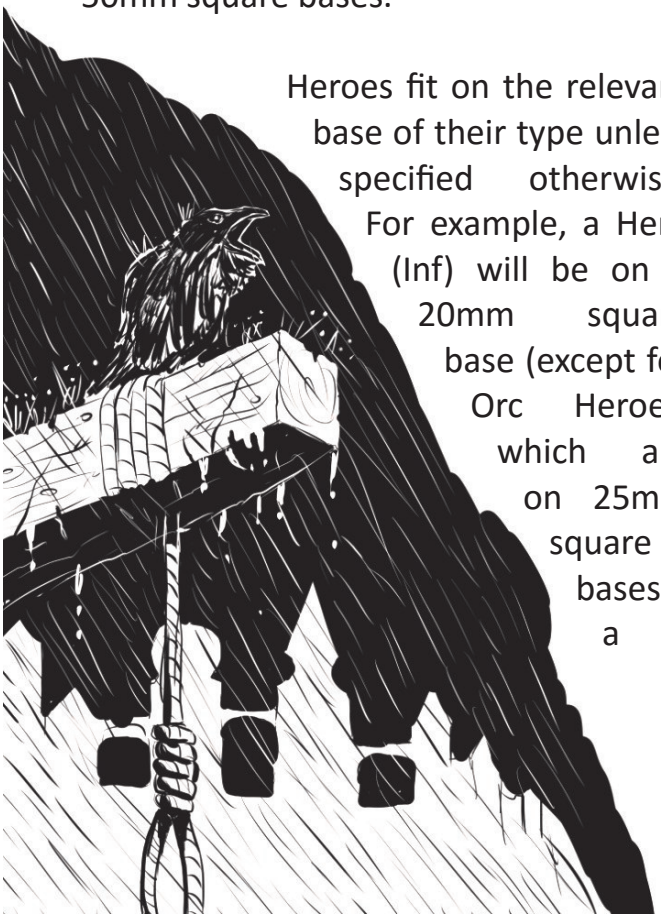
Infantry units are based on 20mm square bases, apart from some that will be marked as exceptions in their entry (such as Orcs, which are on 25mm square bases).

Large Infantry units are based on 40mm square bases, apart from some that will be marked as exceptions in their entry (such as Lesser Obsidian Golems, which are on 50mm square bases).

Standard Cavalry units are based on 25x50mm.

Large Cavalry units are based on 50mm square bases, apart from some that will be marked as exceptions in their entry (such as Chariots, which are on 50x100mm).

Monsters and War Engine units are based on 50mm square bases.



Heroes fit on the relevant base of their type unless specified otherwise. For example, a Hero (Inf) will be on a 20mm square base (except for Orc Heroes, which are on 25mm square bases), a Hero (Cav) will be on a 25x50mm base, etc.

Exceptional Base Sizes: You may need a wider or deeper base for exceptionally large heroes, monsters or war engines. In such rare cases, use the smallest base on which you can fit your unit.

Can They See?

During the game, you will at times need to determine whether one of your units can see another unit, normally an enemy unit that your unit intends to charge or shoot.

Line of Sight (LOS): Terrain and other units can get in the way and hide targets that are in your unit's line of sight. To determine whether your unit can actually see a target that is in its line of sight, follow the rules below:

Unit Type	Height
Infantry	1
Large Infantry	2
Cavalry	2
Large Cavalry	3
Monsters	4
War Engines	1

Unit Height: Each unit has a height assigned according to its type:

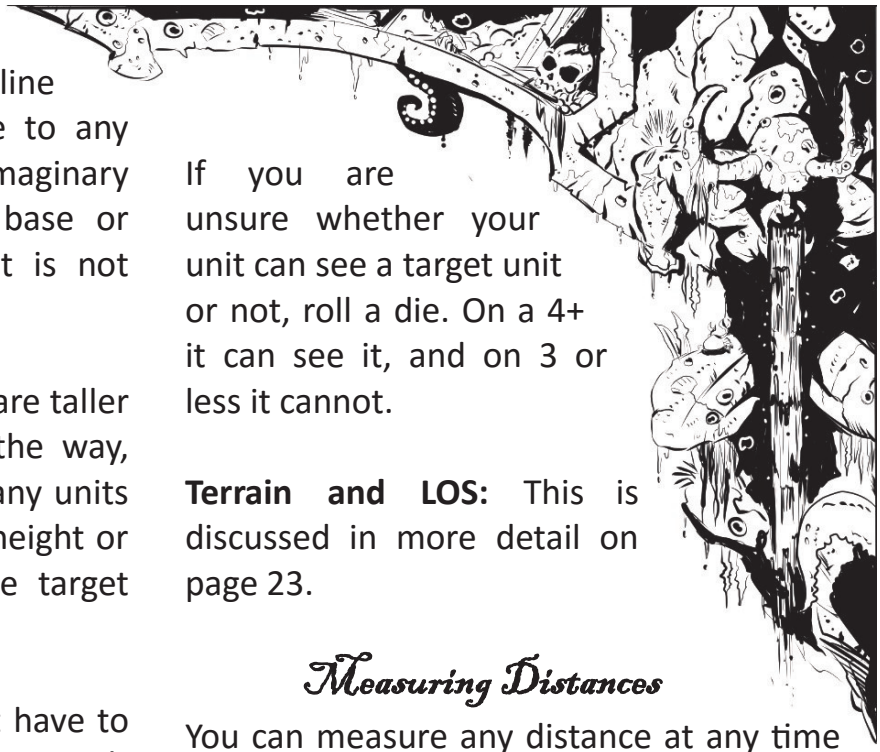
A hero's height is equal to that of its type. For example, a Hero (Inf) will have a height of 1, while a Hero (Cav) will have a height of 2.

Some units may be an exception and have a different height. This will be specified in their entry (e.g. Orclings are height 0).

Drawing LOS: To determine line of sight, draw an imaginary straight line from any point on the unit's base to any point of its target's base. If this imaginary line passes over no other unit's base or terrain features, then line of sight is not blocked.

If either your unit or the target unit are taller than all other units or terrain in the way, then line of sight is not blocked. If any units or terrain in the way are the same height or taller than both your unit and the target unit, then line of sight is blocked.

Note that the line of sight does not have to be the shortest line between your unit's base and the target unit's base; any line from your unit's base to any part of the target unit's base will do fine.

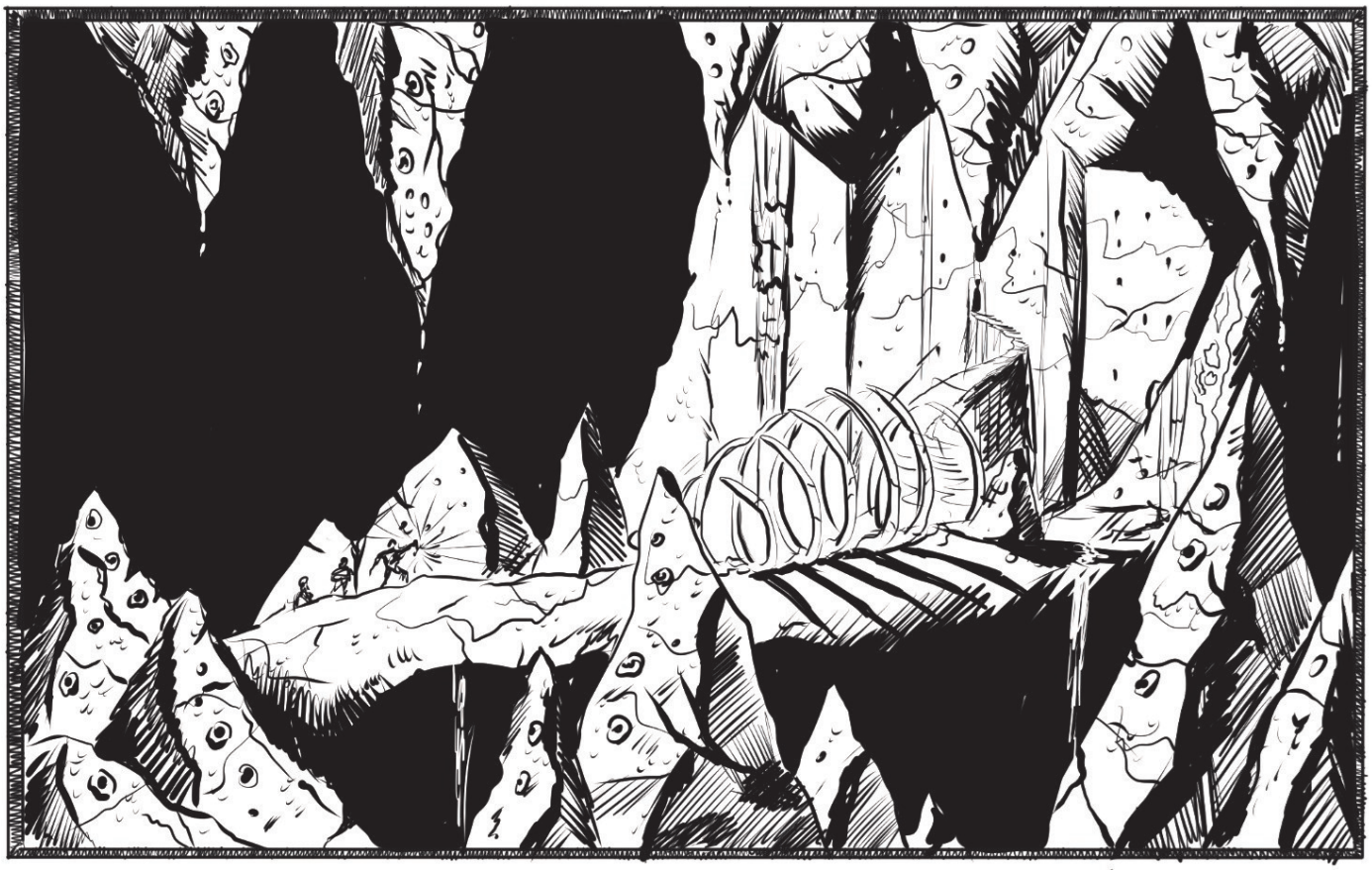


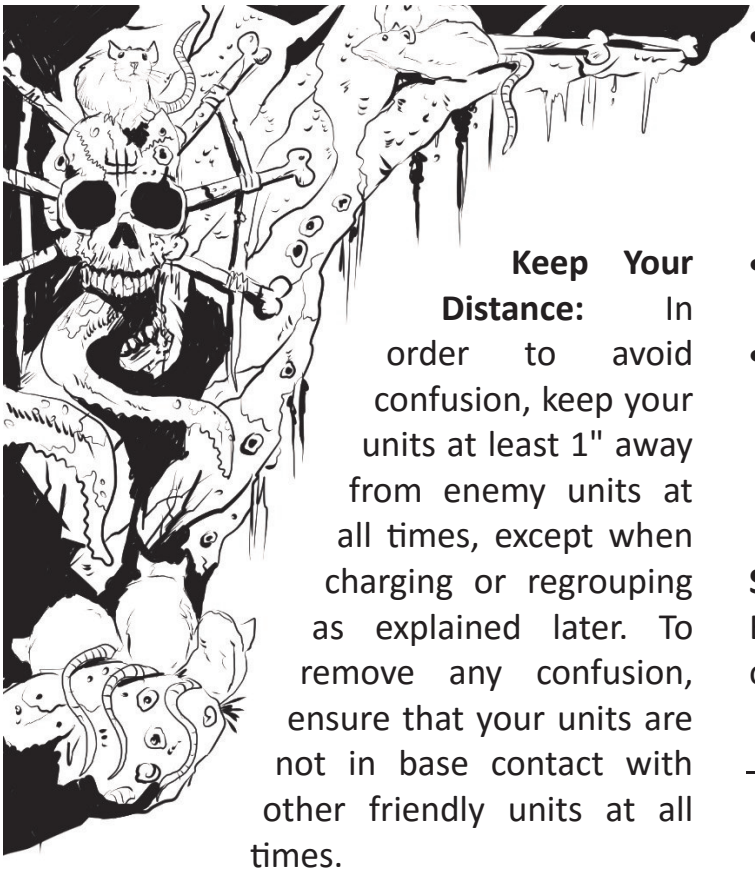
If you are unsure whether your unit can see a target unit or not, roll a die. On a 4+ it can see it, and on 3 or less it cannot.

Terrain and LOS: This is discussed in more detail on page 23.

Measuring Distances

You can measure any distance at any time you like. Unless otherwise specified, the distance between two units is the distance between the two nearest points of the units' bases.





Keep Your Distance: In order to avoid confusion, keep your units at least 1" away from enemy units at all times, except when charging or regrouping as explained later. To remove any confusion, ensure that your units are not in base contact with other friendly units at all times.

Stats

Each unit in *The Star-Struck City* has a name and a series of statistics (for short, we call them 'stats'), which define how powerful it is in the game. These are:

- **Speed (Spd).** How fast the unit moves, in inches.
- **Melee (Me).** The score needed by the unit to hit in melee.
- **Ranged (Ra).** The score needed by the unit to hit with ranged attacks. If it has no ranged attacks, this is shown as '–'.
- **Defense (De).** The score the enemy requires to damage the unit.
- **Attacks (Att).** The number of dice the unit rolls when attacking, both at range and in melee.
- **Toughness (To)**. A combination of the unit's size and its training and discipline. This stat shows how resistant it is to damage suffered.
- **Cost (Gp).** How valuable or expensive the unit is in Gold Pieces (gp). Used for picking a force and often for working out victory points, depending on the Scenario used.
- **Special.** Any special equipment (like ranged weapons) and rules the unit has.
- **Experience.** How much the unit has learned from fighting and surviving in the Star-Struck City. This stat is only used for campaign games.

Stat Minimums and Maximums: No Skill, Equipment, or Injury can reduce stats above or below these values:

Stat	Minimum	Maximum
Speed	0	No Max
Melee	7+	2+
Ranged	7+	2+
Attacks	0	No Max
Defense	2+	7+
Toughness	1/3	No Max

If a bonus of +1 is assigned to a Melee or Ranged score of '–', the bonus instead grants the unit a score for that stat of 6+.

The Turn

Much like chess, *The Star-Struck City* is played in turns. In most games, roll a die to decide who is going to have the first turn – the player winning the die roll decides who goes first. That player moves, shoots, and strikes blows in close combat with their units – this concludes Turn 1 of the game. After that, the opposing player takes a turn – Turn 2 of the game, and then the players keep alternating this way until all warbands but one flee, or the Scenario indicates the game is over.

Phases

A player goes through the following four phases in his or her turn:

1) Move phase;
2) Shoot phase;
3) Melee phase;
4) Morale phase.

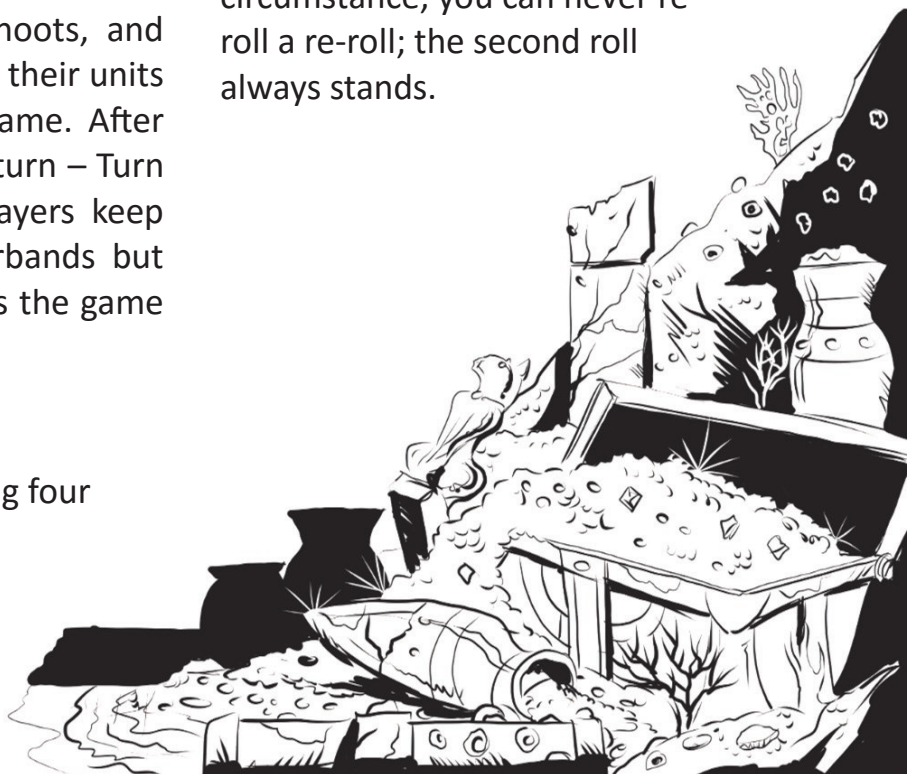
We'll examine each of these phases in detail on the following pages.

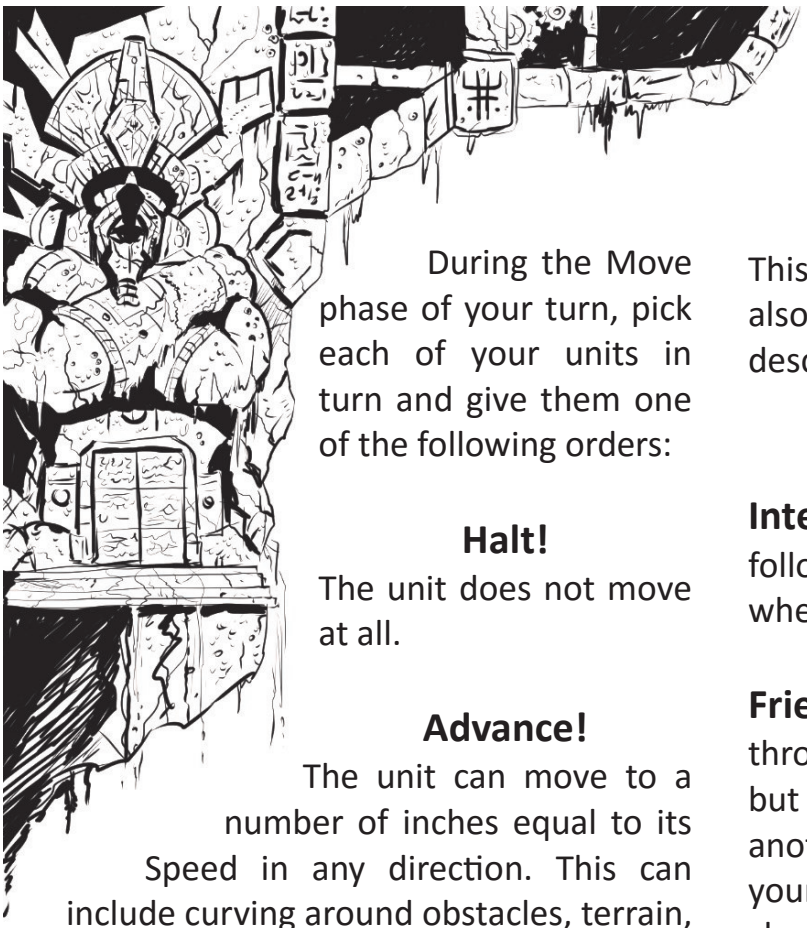
Dice

In these rules, whenever we refer to a die or dice, we mean a normal six-sided die, which we call D6. Sometimes we also use terms like 'D3', which is the result of a D6 divided by 2 (rounding up), 'D2', which is the result of a D6 divided by 3 (rounding up), or 'D6+1', meaning rolling a D6 and adding 1 to the result, or 2D6, which is rolling two dice and adding them together.

Re-Rolls

When you are allowed a re-roll, simply pick up the number of dice you are allowed to re-roll and roll them again. The second result stands, even if it's worse than the first. Regardless of the number of special rules that apply to a particular circumstance, you can never re-roll a re-roll; the second roll always stands.





Move

During the Move phase of your turn, pick each of your units in turn and give them one of the following orders:

Halt!

The unit does not move at all.

Advance!

The unit can move to a number of inches equal to its Speed in any direction. This can include curving around obstacles, terrain, and other units so long as the total distance moved does not exceed the Speed of the unit.

Cavalry units may only make an Advance move in a single straight line, and can change which direction they are moving up to twice during an Advance move.

At the Double!

The unit can move up to a number of inches equal to double its Speed in any direction. This can include curving around obstacles, terrain, and other units so long as the total distance moved does not exceed double the Speed of the unit.

Cavalry units may only make an At the Double move in a single straight line, and can change which direction they are moving once during an At the Double move.

Charge!

This is by far the most exciting of orders. It is also the most complicated and so it's described in detail below.

Unit Interpenetration

Interpenetration When Moving: The following rules regulate interpenetration when a units moves.

Friends: Friendly units can be moved through (except when charging, see below), but you cannot end a unit's move on top of another unit, so you'll have to be sure that your units have enough movement to end up clear of their friends. This does not include Cavalry units changing direction, provided they are not overlapping any other units after finishing their move.

Also, at the end of their move, your units must not be in base contact with friendly units. This ensures that both you and your opponent can clearly tell them apart.

Enemies: Enemy units, on the other hand, block movement. Your units can never approach to within 1" of them, except when charging or during a pivot.

Charge!

A charge is the only way your units can move into contact with the enemy. A unit can charge a single enemy unit ('the target') as long as the following conditions are met:

•the distance between your unit's base and the closest point of the target unit's base is equal to or less than double your unit's Speed;

•there is enough space for your unit to physically move into contact with the target by moving as described below.

•the unit can see the target;

Moving Chargers: As they move, charging units can move forward without measuring how much distance they actually cover. Cavalry units can change the direction they are moving once during a Charge.

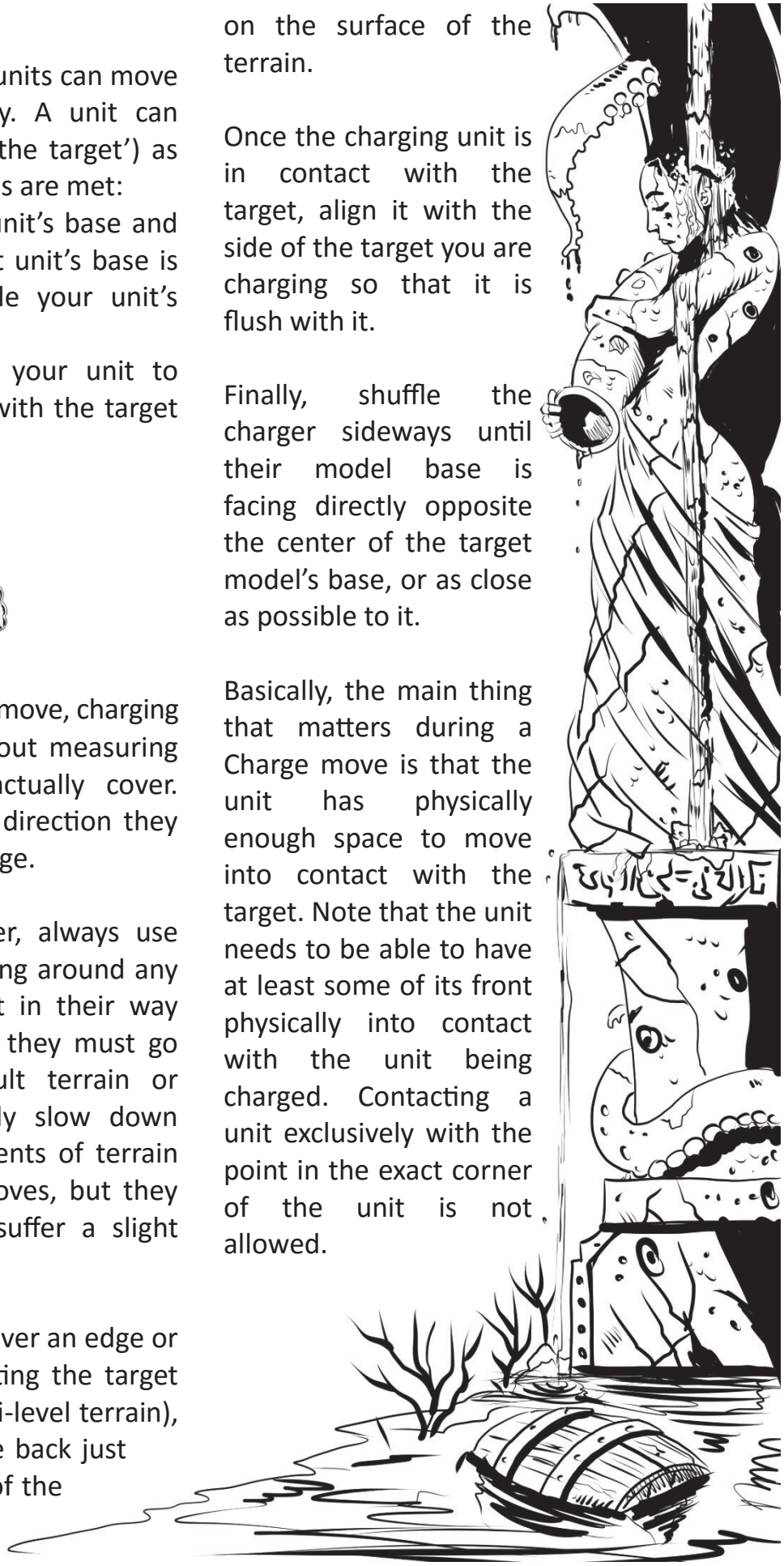
Charging units must, however, always use the shortest way possible, going around any blocking terrain and any unit in their way (friends and foes). Note that they must go through any area of difficult terrain or obstacle that would normally slow down their movement. These elements of terrain do not slow down Charge moves, but they cause the charging unit to suffer a slight penalty in the ensuing melee.

If the charging unit would be over an edge or similar drop-off when contacting the target of the charge (Such as in multi-level terrain), scoot the target of the charge back just enough to allow the entirety of the charging unit's base to be fully on the surface of the terrain.

Once the charging unit is in contact with the target, align it with the side of the target you are charging so that it is flush with it.

Finally, shuffle the charger sideways until their model base is facing directly opposite the center of the target model's base, or as close as possible to it.

Basically, the main thing that matters during a Charge move is that the unit has physically enough space to move into contact with the target. Note that the unit needs to be able to have at least some of its front physically into contact with the unit being charged. Contacting a unit exclusively with the point in the exact corner of the unit is not allowed.



Proximity to Enemies: Remember that when charging, units don't have to stay 1" away from enemies, and this means that sometimes a charging unit may end up in contact with both its target and one or more enemy units it has not charged (e.g. when charging a unit that is part of a tight enemy battle line). In this case, you'll have to nudge these enemy units away by an inch or as much as possible to ensure that they are no longer touching.

This represents the charging unit concentrating its fighting efforts against a single enemy, while holding at bay the other enemy units nearby. It might look a bit strange at first, but remember that the enemy units will normally get to charge back into the fight to help their friends in their following turn.

Corner-to-Corner Charges: In some rare cases, the only possible way for a charger to make physical contact with a target would be by literally having one corner of its frontage in contact with one corner of the target.

These extreme cases are called 'corner to corner' contact. We deem that this is not enough to warrant a sensible charge and combat, so we disallow these charges.

Multiple Charges against the Same Target: If two or more of your units are able to charge the same enemy unit, they can do so, as long as they can fit and contact the enemy unit's base. Just issue a simultaneous order to all of the units that are charging the same target.

Counter-Charge: If a unit was charged by one or more enemy units in the previous turn, it may elect to perform a Counter-Charge instead of a regular Charge.

If a unit decides to Counter-Charge then it may only do so against an enemy unit which charged it in the previous turn.

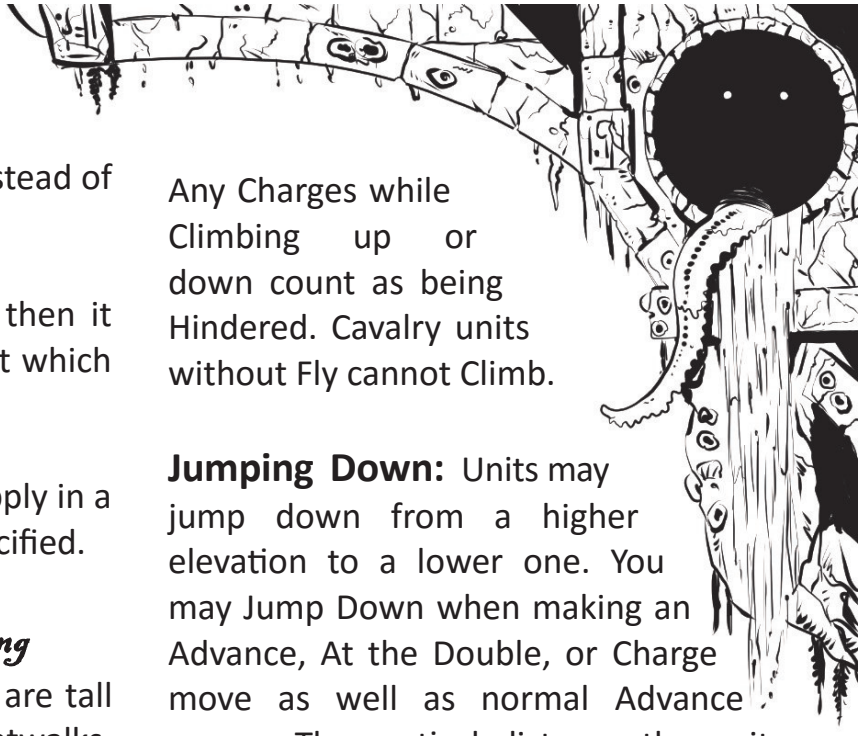
All rules that apply in a charge also apply in a counter-charge, unless otherwise specified.

Climbing, Jumping, and Falling

The buildings of *The Star-Struck City* are tall and overwrought with balconies, catwalks, platforms, and all manner of ladders and ropes one can use to access them. Running along the rooftops is as natural to most here as walking along the streets.

Climbing: Units may climb up or down a rope or ladder or similar vertical objects as part of their Move without harm as if they were moving horizontally as normal. . The vertical distance the unit Climbs up or down does count against the unit's movement for this turn. You may Climb during a Charge (counting the charge as Disordered) but cannot Climb during At the Double moves. Units with the Cavalry or Beast special rules can never Climb.

A unit may climb up or down up to 4" without using a rope or ladder as if they were moving horizontally as normal. However, the unit must make a Fall check for every 2" (rounding fractions down) that it moves in this way.



Any Charges while Climbing up or down count as being Hindered. Cavalry units without Fly cannot Climb.

Jumping Down: Units may jump down from a higher elevation to a lower one. You may Jump Down when making an Advance, At the Double, or Charge move as well as normal Advance moves. The vertical distance the unit Jumps Down does not count against the unit's movement for this turn. They must make a Fall Check for every 2" they are Jumping Down. Any Charges while Jumping Down do not count as being Hindered. Cavalry units without Fly cannot Jump Down beyond 4".

By Cedric Boudoya

Jumping Across: Units may also attempt to Jump Across one or more horizontal gaps of up to 3" with an Advance move action or 6" with a Charge or At the Double move if they have sufficient movement remaining. The unit may move their normal Sp, but must make a Fall check for every 3" of gap crossed (rounding fractions up).

If the Fall Check is failed, the unit counts as haven fallen from the midpoint of the gap they were crossing. Any charges while Jumping Across do not count as being Hindered. Cavalry can Jump Across gaps of up to 6" with an Advance move action or 12" with a Charge or At the Double move, and make a Fall check for every 6" of gap crossed (rounding fractions up).

Fall Checks and Fall Damage

Fall Checks: To make a Fall Check, the unit rolls a die for every 2" of distance they are from the level below them, trying to roll under their Speed with each die. A roll of 1 always counts as a success and a roll of 6 always counts as a failure. If all of the dice rolled are successes, then the Fall Check is passed without incident, but if at least one die is a failure, then the unit instead falls to the level below them.

Falling Damage: A unit suffers 1d3 hits per 2" of distance fallen; For Climbing, count the distance fallen as half of the total distance the unit was attempting to Climb. The Falling unit must make a Toughness check if it suffers damage from these hits.

Any unit that suffers Falling Damage ends their Move immediately afterwards. If the unit did not suffer damage from Falling, they may move any remaining distance they have left, counting the distance fallen as part of their movement.

A Charging unit which fell but did not take damage from the fall can charge a new enemy if they have enough remaining movement. However, this new Charge always counts as being Hindered.

Terrain

Elements of terrain make your table look more impressive, and are a vital part of *The Star-Struck City*. Be sure you have lots of terrain in all your games, far more than you would normally have in a game of *Kings of War*.

Terrain is categorized in one of multiple possible types of terrain. The rules for these types are below. Before the game, it's always a good idea to agree with your opponent how you are going to treat each of the pieces of terrain on the table.

We recommend that at least half of terrain in a game of *The Star-Struck City* be Multilevel and/or Difficult terrain, to give a strong encouragement for players to take their units to the roofs as well as staying on the street.

Terrain and Movement

Terrain Types: There are five types of terrain in *The Star-Struck City*:

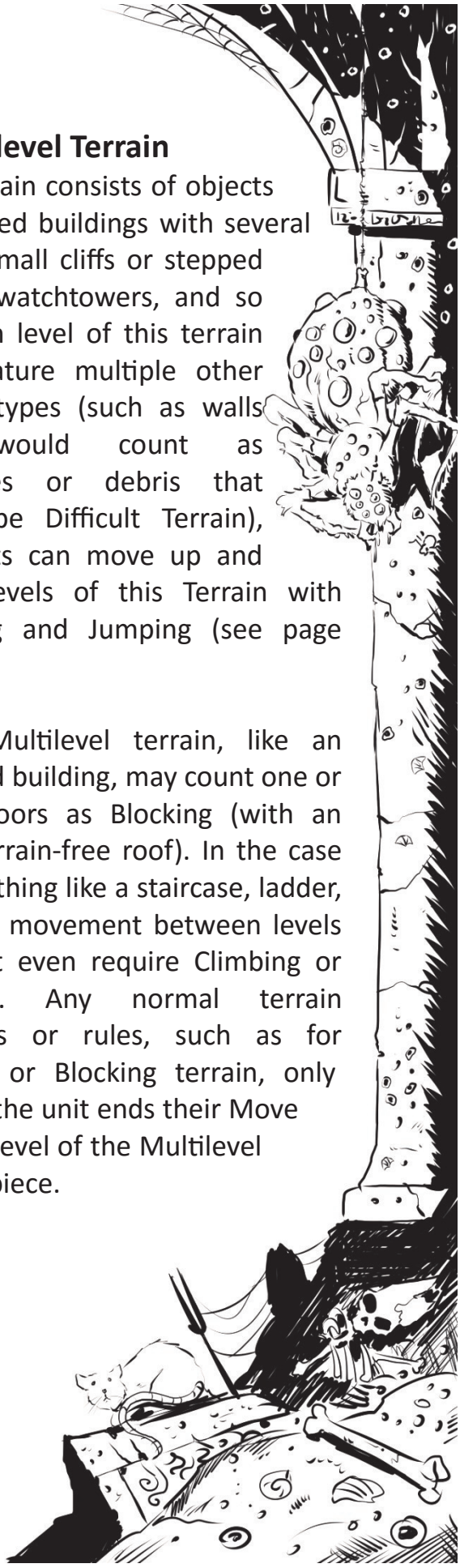
• Blocking Terrain

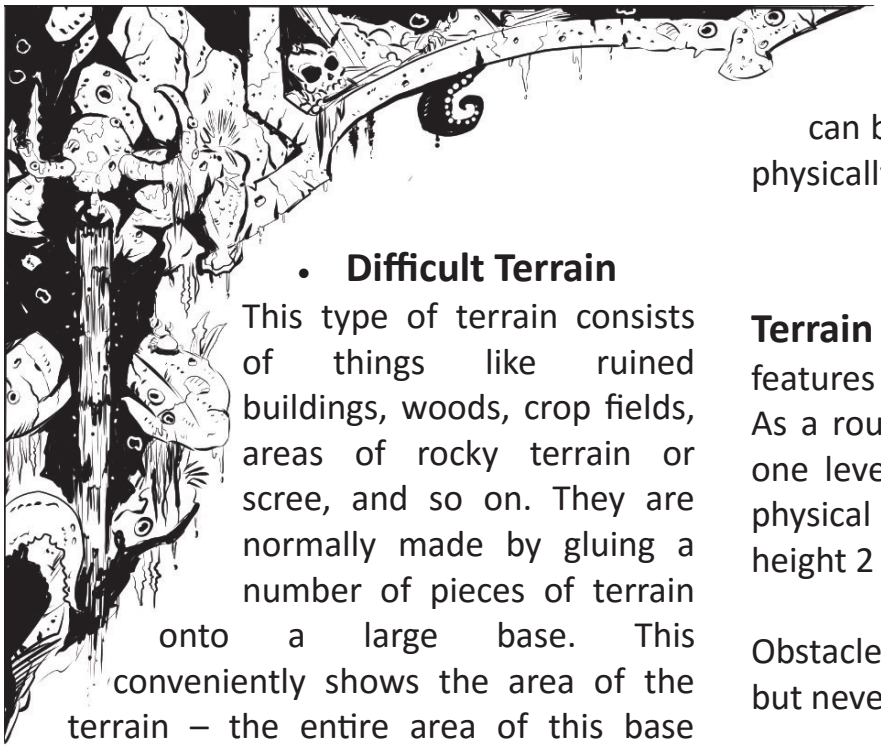
Units cannot move into blocking terrain and must go around it. We recommend treating burning buildings, thorny glades, and other large and solid pieces as blocking terrain. The edge of the table is also normally treated as blocking terrain.

• Multilevel Terrain

This terrain consists of objects like ruined buildings with several floors, small cliffs or stepped mesas, watchtowers, and so on. Each level of this terrain may feature multiple other terrain types (such as walls that would count as Obstacles or debris that would be Difficult Terrain), but units can move up and down levels of this Terrain with Climbing and Jumping (see page 21).

Some Multilevel terrain, like an enclosed building, may count one or more floors as Blocking (with an open terrain-free roof). In the case of something like a staircase, ladder, or rope, movement between levels may not even require Climbing or Jumping. Any normal terrain penalties or rules, such as for Difficult or Blocking terrain, only apply if the unit ends their Move on that level of the Multilevel Terrain piece.





• Difficult Terrain

This type of terrain consists of things like ruined buildings, woods, crop fields, areas of rocky terrain or scree, and so on. They are normally made by gluing a number of pieces of terrain onto a large base. This conveniently shows the area of the terrain – the entire area of this base counts as difficult terrain. While moving At The Double, units treat Difficult Terrain as Blocking Terrain instead.

• Obstacles

Obstacles are long and narrow pieces of terrain, like a low wall, a fence, a hedge, etc. – something that a roughly man-sized creature could see over and clamber across easily. Units can move over obstacles normally (even ending their move on top of them), but cannot cross them while moving 'At the Double'.

Obstacles should be no more than 1" high – any higher and they will be Blocking Terrain instead.

• Decorative Terrain

Small pieces of decorative terrain, such as lampposts, lone trees, or bushes, are treated as decorative terrain and are ignored for all in-game purposes. Units can move over/through them freely and can even end their move on top of them. It's best that decorative terrain like this is removable, but a unit's position can be marked some other way if it can't physically balance on top of them.

Terrain and Line of Sight

Terrain Height: Heights of all terrain features should be agreed before the game. As a rough guideline, a piece of terrain has one level of height for each inch of actual physical height, so a 2" high wall would be height 2 for example.

Obstacles are height 1 for determining cover, but never block Line of Sight.

Drawing Line of Sight: When working out Line of Sight, terrain blocks LOS to any units behind in the same way as a unit of the same height. For example, a height 2 or higher wall will block LOS between two height 2 units.

Some pieces of terrain, such as rivers and ponds, will be completely flat and never block Line of Sight. As always, these should be agreed with your opponent before the game.

Difficult Terrain: If any part of a unit is inside a piece of difficult terrain then that piece of terrain will not block LOS to that unit. In other words, areas of difficult terrain may block LOS to units behind them (depending on height, of course), but not to units inside them.

Hills: While standing on a hill, a unit adds that terrain's height to its own. For example, a height 1 war engine on a height 2 hill would be height 3, while large infantry

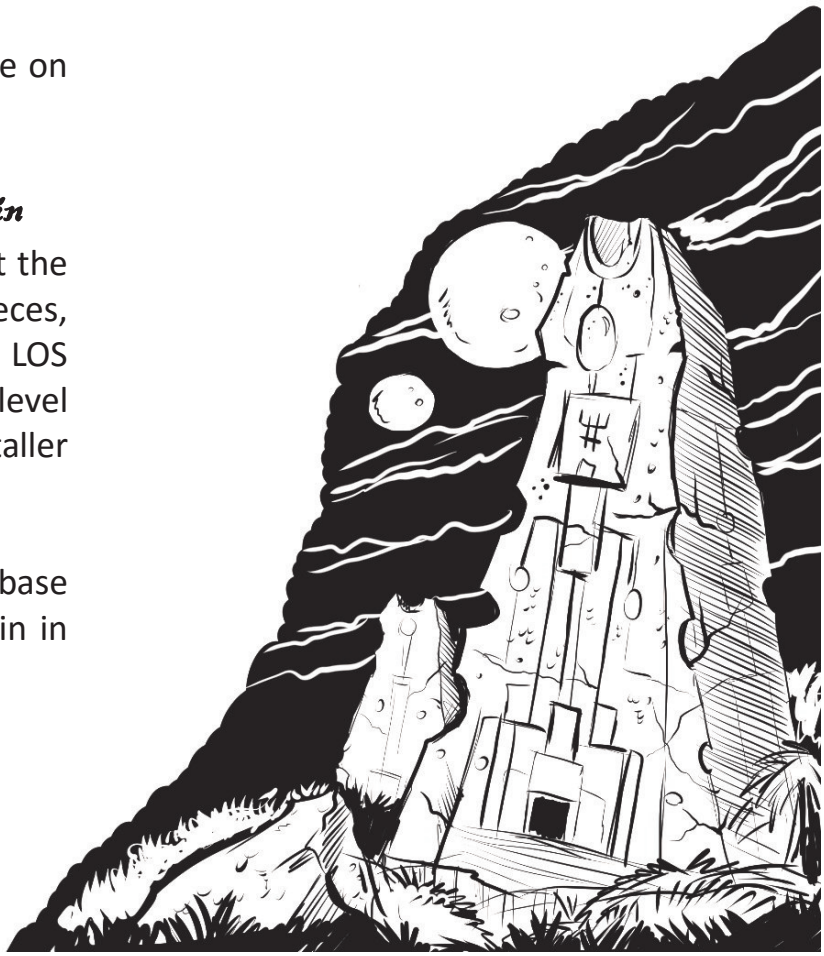
(height 2) would be height 4 while stood on that same hill.

A unit must have the majority of its base on a hill in order to be standing on it.

LOS and Large Multilevel Terrain

If your unit is targeting another unit, but the LOS is blocked by one or more terrain pieces, your unit can ignore that terrain for LOS purposes if they are standing on multilevel terrain that are at least three Heights taller than the intervening terrain pieces.

Your unit must have the majority of its base on a piece of the taller multilevel terrain in order to gain this bonus.



For the follower who made it from the old world to the new one there were very few who had the ability to bend the forces of the ether. These few were binders of demons in the old world but here in their new home they found they could bend iron and shape fire, the latter a hold over from their old plane of reality. The former created a new tradition among the followers of the bull god.

The writ of iron a very powerful mark on any who was gifted one. A writ of iron granted the bearer access to any of the meager supplies that had been brought over and a command that was second only to the bull god. In fact so rare and powerful is the writ of iron that any who bears its mark his word is to be obeyed with out question. This supreme power does of course lead to a problem. What if the bearer acts rashly like the bull god did in coming to this new land? What if the actions of a bearer leads to disasters? The prophets of the bull god were granted wisdom enough to create the writ of iron and also the sage vision of how to limit such power.

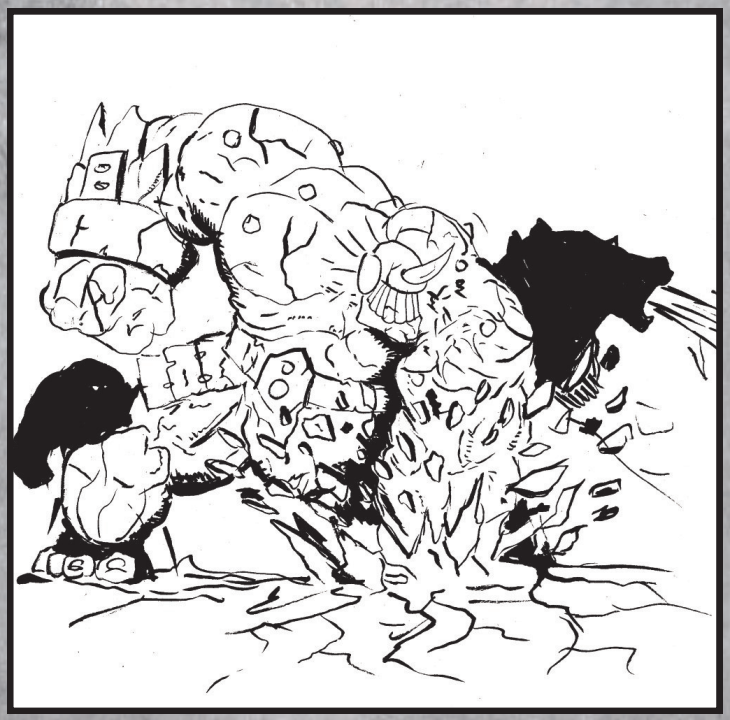
A recipient of the writ of iron is given a task when his writ is bestowed upon on him. He is also given a very clear understanding that if he fails by the time set his failure will be marked with extreme punishment. While it is true the users of magica in this new world no longer suffer the stone curse. They will suffer the iron curse if they fail while in use of the writ of iron.

Upon the date set of a task for a writ of iron if the task is failed. If it is deemed to not be what the writ was merited for the bearer of the writ, will be killed and his form bound in iron. It is this binding of iron that leads to creation of the iron guard, the immortals.

For one way the dawi zharr have over come the problem of not enough of there own is to take their new found powers and to create numbers. All dawi view the immortals as part of their power base and as a easy solution to the lack of man power. This rather frank attitude of resources is seen and simple and logical. For this reason dawi bestowed power and honors, fear becoming one of many, no longer honored just another body in a sea of disposable resources. One of the hollow suits of iron that exist to obey and die at the whims of the dawi zharr.

This is yet a another small example of the will of a race to have survived the end of one world and make good in another…

From "The Oath Bind" by Chris Davis
Ironwatch Issue 41



Shoot

When you're done moving all of your units, it's time to shoot with any of them that can do so. Pick one of your units at a time, choose a target for them, and let loose!

If a unit has two or more types of ranged attacks (including spells), it can only use one per turn.

Moving and Shooting

Units that have received an 'At the Double' order that turn are too busy moving to be able to use ranged attacks.

If you start the Shoot phase and have not issued orders to all of your units, it is assumed that all units you have not ordered during the Move phase have been ordered to Halt.

Melee and Shooting

Units that are in base contact with enemies cannot use or be targeted by ranged attacks, unless specifically allowed.

Picking a Target

A unit can pick a single enemy unit as a target for its ranged attacks as long as the following conditions are met:

- the unit has line of sight to the target.
- the distance between the unit's base and its target is equal to or less than your unit's weapon range.

Ranges

The ranges of the most common weapons used in *The Star-Struck City* are:

- Long rifles, heavy crossbows: 36"
- Bows, crossbows, rifles: 24"
- Harpoon guns, carbines, firebolts (i.e. the flaming attacks used by some supernatural creatures): 18"
- Pistols, javelins, thrown weapons: 12"

If a unit has a ranged attack with a range that is different from the ones above, it will be specified in its special rules.

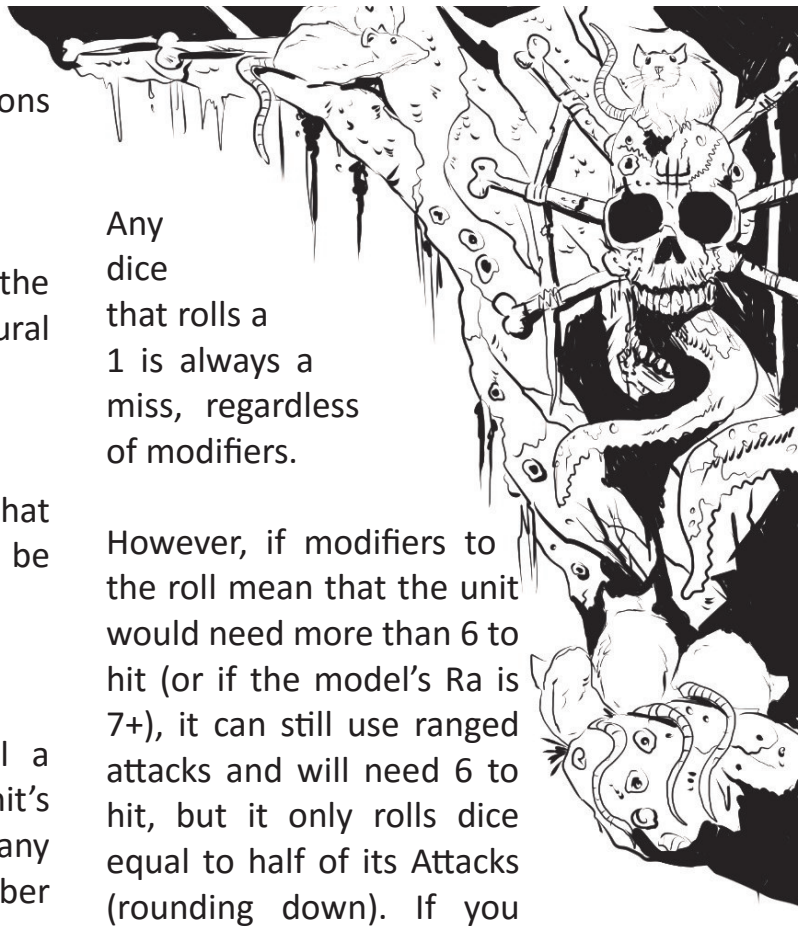
Shooting and Hitting the Target

Once the target has been picked, roll a number of dice equal to the firing unit's Attacks value. Your unit's dice rolls, with any modifiers that apply, must score a number equal to or higher than its Ranged Attack value in order to hit its target. Discard any dice that score less than that.

Modifiers: A number of factors can affect the chance of hitting a target:

- **–1 Moving.** The firing unit received any order other than Halt that turn. This modifier does not apply to pistols, javelins, thrown weapons.
- **-1 Cover.** The target is in cover (see below).
- **-1 Stunned.** The target is Stunned.

For each of these factors, deduct one from the score rolled by the dice. For example, if your unit normally needs a 4 or more to hit, but it has moved, you will need 5 or more to hit instead. If the target was in cover as well, you would need 6s.

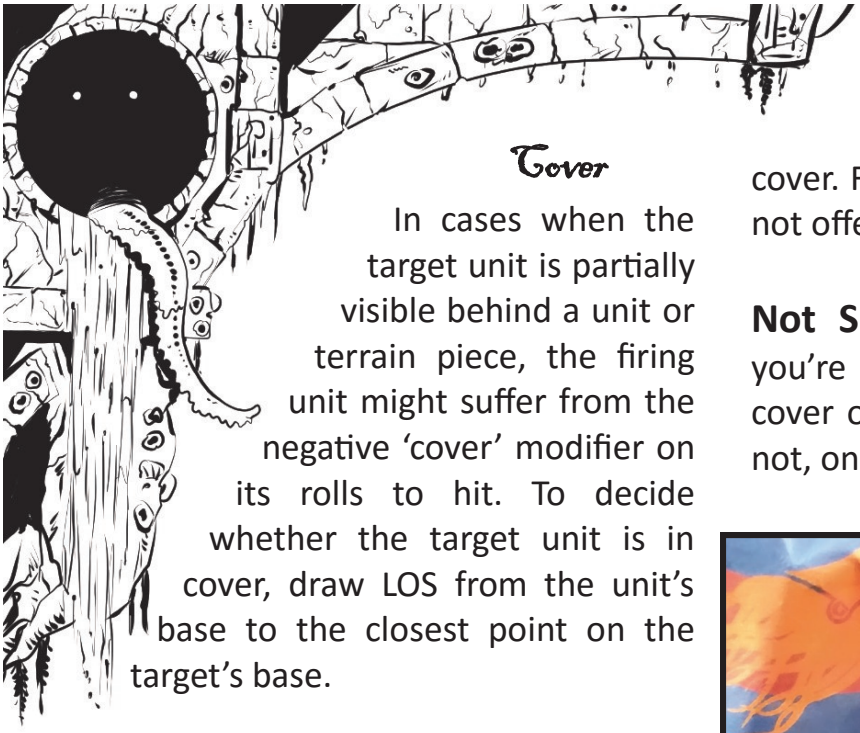


Any dice that rolls a 1 is always a miss, regardless of modifiers.

However, if modifiers to the roll mean that the unit would need more than 6 to hit (or if the model's Ra is 7+), it can still use ranged attacks and will need 6 to hit, but it only rolls dice equal to half of its Attacks (rounding down). If you would be forced to halve a single attack, you still make that single attack, but must reroll a successful hit and cannot cause a Critical Hit.

Critical Hits: If you roll a 6 when rolling to hit, you roll an additional to-hit die (as if you had an additional Attack). If this die is a 6, you roll yet another die, and so on.

The Elite special rule does not apply to dice granted by Critical Hits (see page 42).



Cover

In cases when the target unit is partially visible behind a unit or terrain piece, the firing unit might suffer from the negative 'cover' modifier on its rolls to hit. To decide whether the target unit is in cover, draw LOS from the unit's base to the closest point on the target's base.

A firing unit ignores any piece of terrain that it is currently within, or in base contact with, for determining whether an enemy unit is in cover, unless the enemy unit is also touching or within the same piece of terrain.

A unit which is standing on a hill or upper floors of a multilevel terrain piece ignores any intervening units or pieces of terrain that have an equal or smaller height than the hill or multilevel terrain when determining if a target is in cover, except for pieces of difficult terrain that the target is within.

The target unit will be in cover if:

- At least half of its base is within difficult terrain, or...
- LOS to at least half of the target model is blocked, or passes over intervening units or terrain that have a smaller height than the firing or target unit.

Big Targets: Intervening units/terrain that are three height levels smaller than the target offer no cover. For example, height 1 units/terrain do not offer cover to height 4 units.

Not Sure? In the rare, marginal cases when you're not sure whether your target is in cover or not, simply roll a die. On a 4+ it is not, on 3 or less it is.

Damaging the Target

After discarding any dice that missed, pick up the dice and roll them again, to try and damage the enemy unit. The number your unit needs to damage the target is equal to the target's Defense value. This roll can sometimes be modified by special rules, etc. Any die that rolls a 1 always fails to damage, regardless of modifiers. If a modifier brings the score required to damage a target to above 6, that target cannot be damaged.

Recording Damage: For each hit that scores damage, place a damage marker next to the unit. This represents physical damage and injuries as well as a decline in the unit's morale and will to fight on.

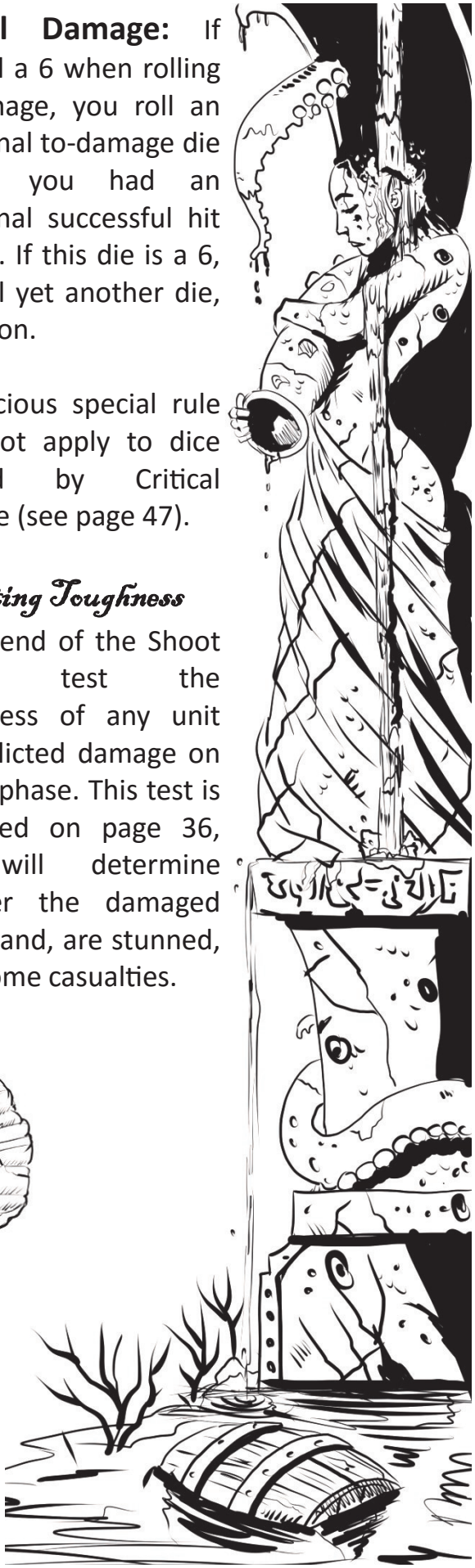
As the unit accumulates damage markers, it might be more convenient to record this by writing it down, or placing a die (possibly an unusual one, of a different size or color, to avoid rolling it by mistake) next to a single damage marker behind the unit, or using some other suitable tokens.

Critical Damage: If you roll a 6 when rolling to damage, you roll an additional to-damage die (as if you had an additional successful hit earlier). If this die is a 6, you roll yet another die, and so on.

The Vicious special rule does not apply to dice granted by Critical Damage (see page 47).

Testing Toughness

At the end of the Shoot phase, test the Toughness of any unit you inflicted damage on in that phase. This test is described on page 36, and will determine whether the damaged units stand, are stunned, or become casualties.



Melee

When you're done shooting with all of your units, it's time for your warriors to strike against the enemies that they have charged that turn. Of course, in reality the enemy warriors would be striking against yours, but for the sake of playability we imagine that in your turn the impetus of the charge means that your troops will be doing most of the hacking and slashing, while the enemy mostly defend themselves. If the enemy is not annihilated or routed, your men will fall back and brace themselves, for you can be sure that the enemy will charge back into the fight during their turn to avenge their fallen comrades.

By Cedric Boudoya

At this stage, there will be a number of combats on the table. Pick one of these combats and resolve it completely before moving to the next until all combats have been resolved.

Striking

To attack the unit you charged, roll a number of dice equal to the charging unit's Attacks value.

If your unit is attacking a Stunned enemy, it doubles its Attacks.

If your unit is attacking a War Machine (Stunned or otherwise), it triples its Attacks.

Hitting the Target

To hit the target, roll a number of dice equal to the firing unit's Attacks value. Your unit's dice rolls, with any modifiers that apply, must score a number equal to or higher than its Melee value in order to hit its target. Discard any dice that score less than that.

Modifiers: A number of factors can make a hit more or less likely to happen, such as a -1 modifier for Hindered charges (see below) or those from special rules.

- **–1 Hindered.** The attacking unit is Hindered (see below).
- **+1 Stunned.** The target is Stunned.

For each of these factors, add or deduct the modifiers from the score rolled by the dice. For example, if your unit normally needs a 4 or more to hit, but is Hindered (-1 modifier), you will need 5 or more to hit instead. If you incur an additional -1 to hit, you would need 6s.

Any dice that rolls a 1 is always a miss, regardless of modifiers. However, if modifiers to the roll mean that the unit would need more than 6 to hit (Or if the model's Me is 7+), it can still attack and will need 6 to hit, but it only rolls dice equal to half of its Attacks (rounding down). If you would be forced to halve a single attack, you still make that single attack, but must reroll a successful hit and cannot get a Critical Hit.

Hindered Charges: If a charging unit's move has gone through or ended over any portion of difficult terrain or an obstacle then it is Hindered in the following melee phase. While Hindered, units suffer a -1 modifier when rolling to hit. A unit can only be Hindered once in any given charge, so will only ever suffer a single -1 modifier as a result of a Hindered charge.

A unit that is Counter-Charging is never Hindered, whether by terrain, special rules, or any other method.

Critical Hits: If you roll a 6 when rolling to hit, you roll an additional to-hit die (As if you had an additional Attack). If this die is a 6, you roll yet another die, and so on.

The Elite special rule does not apply to dice granted by Critical Hits (see page 42).

Damaging the Target

This process is exactly the same as described for ranged attacks.

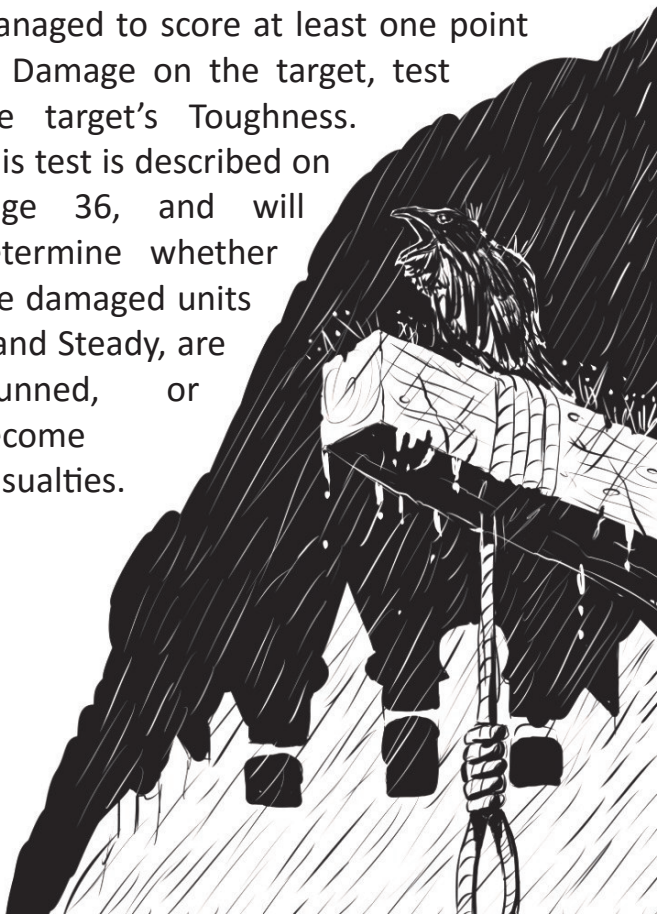
Recording Damage: This process is exactly the same as described for ranged attacks.

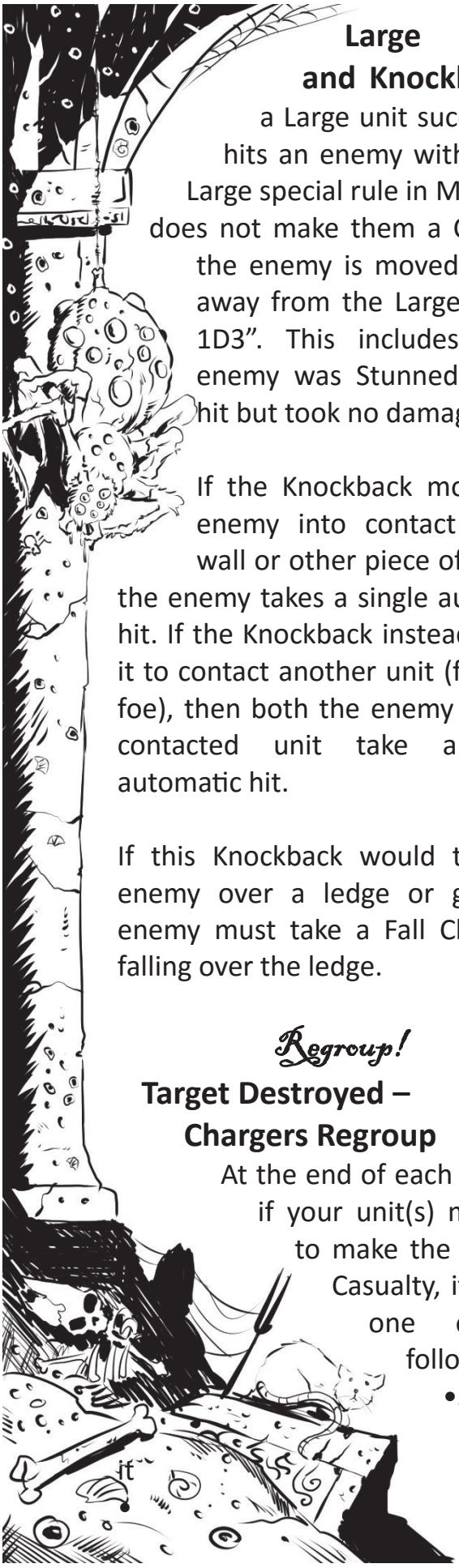
Critical Damage: If you roll a 6 when rolling to damage, you roll an additional to-damage die (As if you had an additional successful hit earlier). If this die is a 6, you roll yet another die, and so on.

The Vicious special rule does not apply to dice granted by Critical Damage (see page 47).

Testing Toughness

At the end of each combat, if you have managed to score at least one point of Damage on the target, test the target's Toughness. This test is described on page 36, and will determine whether the damaged units stand Steady, are Stunned, or become Casualties.





Large Units and Knockback: If a Large unit successfully hits an enemy without the Large special rule in Melee but does not make them a Casualty, the enemy is moved directly away from the Large unit by 1D3". This includes if the enemy was Stunned or was hit but took no damage at all.

If the Knockback moves the enemy into contact with a wall or other piece of terrain, the enemy takes a single automatic hit. If the Knockback instead causes it to contact another unit (friend or foe), then both the enemy and the contacted unit take a single automatic hit.

If this Knockback would take the enemy over a ledge or gap, the enemy must take a Fall Check for falling over the ledge.

Regroup!

Target Destroyed – Chargers Regroup

At the end of each combat, if your unit(s) managed to make the target a Casualty, it can do one of the following:

- stay where it is.

Move D6" in any direction. The unit must move the full distance rolled. This move is not affected by difficult terrain and obstacles.

A unit cannot move through any other units while regrouping.

Once the Regroup move has been carried out, shuffle the unit so that there is a 1" gap between it and all enemy units, and so that it is not touching any friendly units. Move the unit the shortest distance possible in any direction to maintain the gap (usually this will be straight back 1" but use whichever direction is the shortest).

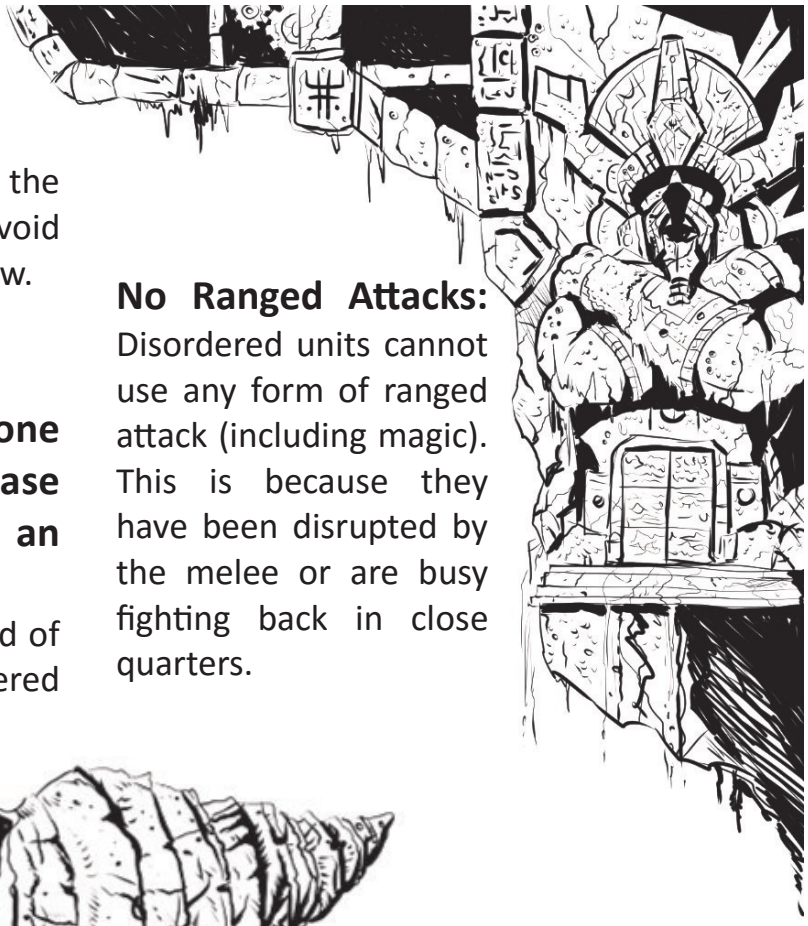
Target Remains – Chargers Pull Back

If, on the other hand, your unit did not manage to rout its enemies and is therefore still in contact with them, it must be moved directly back 1" – your warriors have been fought off and must fall back, close ranks, and brace themselves for the inevitable counter-attack.

Remember at this point to separate any unit that ended up very close to other enemy units when charging the target, so that they are 1" apart once again. Also, make sure that your own units are separated by a little visible gap (a millimeter or so...).

If it is impossible to achieve the 1" distance from enemies, see if this can be done by moving said enemies away until they are 1" away. In the very rare cases when even this is impossible, then it's fine to leave them closer than 1".

Off-Balance: If moving the charger back the full 1" is impossible because there is a ledge or similar drop-off, roll a die. On a 4+, the charger falls over the edge, and must make Fall Checks to avoid damage from landing on the surface below.



Disordered

Units that have suffered at least one point of damage in the Melee phase are Disordered. Mark them with an appropriate counter.

They will remain Disordered until the end of their following turn, when the Disordered counters are removed.

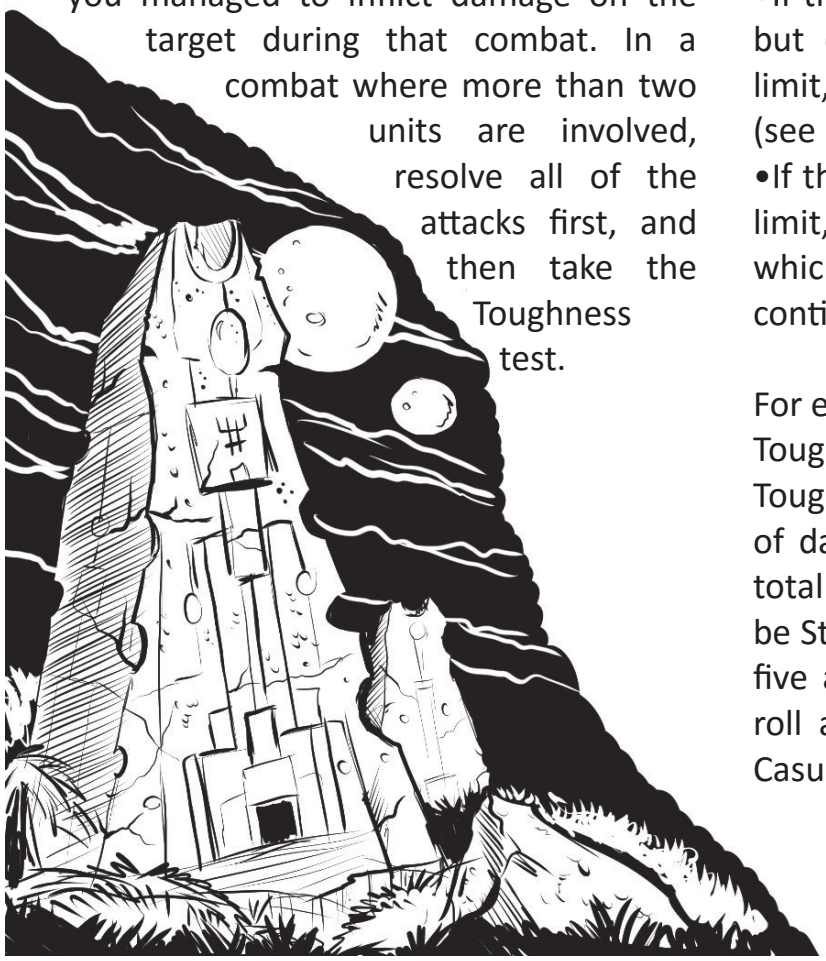
No Ranged Attacks: Disordered units cannot use any form of ranged attack (including magic). This is because they have been disrupted by the melee or are busy fighting back in close quarters.

Toughness

As a unit accumulates damage, it will become more and more likely to falter, until eventually it will turn tail and run from the field or falls unconscious from blood loss.

When to Test

At the end of both the Move and Shoot phase of your turn, you test the Toughness of any enemy unit you managed to inflict damage upon during that phase. In the Melee phase, however, this test is done immediately at the end of each combat, if you managed to inflict damage on the target during that combat. In a combat where more than two units are involved, resolve all of the attacks first, and then take the Toughness test.



How to test

Each unit has two numbers under its Toughness value. The first number is the unit's Stunned limit, the second number is its Casualty limit.

To test the Toughness of an enemy unit, roll 1D6 and add to the result the points of damage currently on the unit, plus any other modifiers that apply (such as some special rules). This is the total you're using to 'attack' the enemy unit's Toughness. This total is then compared with the Toughness value of the enemy unit.

- If the total is equal to or higher than the unit's Casualty limit, the unit suffers a Casualty result (see below).
- If the total is lower than the Casualty limit, but equal to or higher than the Stunned limit, the unit suffers from a Stunned result (see below).
- If the total is lower than the unit's Stunned limit, then the unit is said to be Steady, which means it is completely unaffected and continues to fight on as normal.

For example, let's assume you are testing the Toughness of an enemy unit that has a Toughness of 5/6 and has suffered 1 points of damage. If you roll a three or less, your total will be four or less and the enemy will be Steady. If you roll a four, your total will be five and the enemy will be Stunned. If you roll a five or more, the enemy becomes a Casualty!

Steady

The unit continues to fight normally and does not suffer any negative effects. Remember however that units capable of ranged attacks, which have been Disordered will not be able to use their ranged attacks in their next turn.

Stunned

The unit is not a casualty, but is severely shaken and knocked on their back during its next turn. In its next Move phase, it can take no action of any kind. Enemies get a +1 bonus on rolls to-hit when attacking a Stunned unit in Melee, and a -1 penalty on rolls to-hit when attacking a Stunned unit with Shooting.

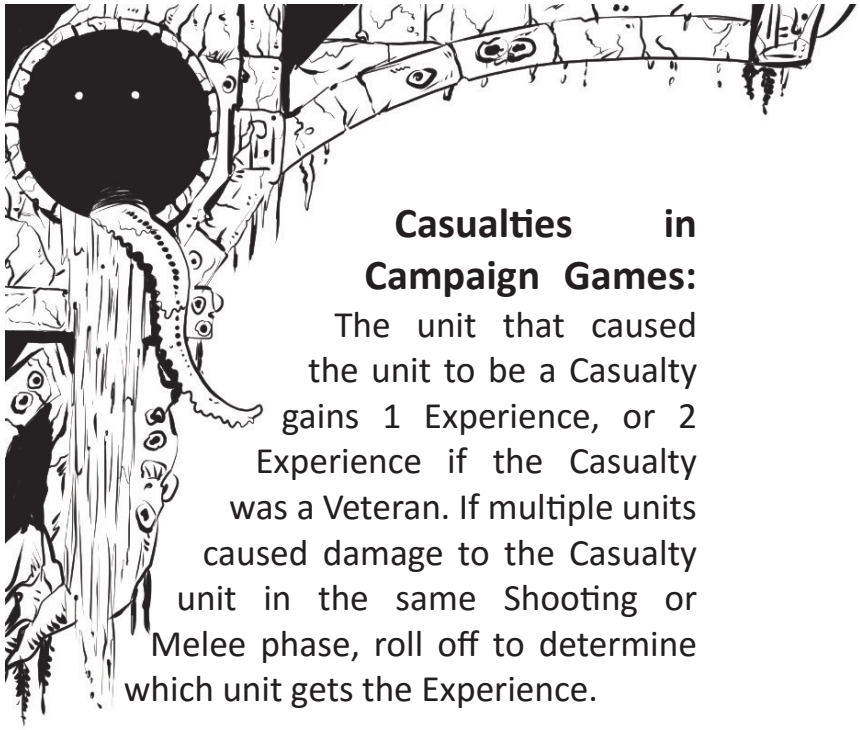
Place the Stunned unit on its side to indicate it is Stunned, or place a suitable marker near the unit.

If a unit suffers a Stunned result for a Toughness while it is already Stunned from a previous Toughness check, count that result as a Casualty result instead.

Over the Edge: If a unit is Stunned within 1" of the edge of a roof, ledge, or similar feature, roll a die. On a 4+, make a Fall Check for them as they slip over the edge in question and onto the level below.

Casualty

The unit flees the battlefield from its injuries, is butchered like cattle, or surrenders to the enemy and is taken prisoner – in any case, as far as this game is concerned, it is destroyed. Remove it.



Casualties in Campaign Games: The unit that caused the unit to be a Casualty gains 1 Experience, or 2 Experience if the Casualty was a Veteran. If multiple units caused damage to the Casualty unit in the same Shooting or Melee phase, roll off to determine which unit gets the Experience.

Exceptional Morale Results

Six – Stunned!

If you roll a six when testing Toughness and the unit is not a Casualty, it will still suffer from a result of Stunned, as the blow hit with unexpected force.

One – Hold Your Ground!

If you roll a one when testing Toughness, the enemy is filled with implacable resolve and will always be Steady and fight on, regardless of any modifier.

Fearless!

A few units in the game have a value of "-" for their Stunned Limit. For example, they could be -/7. These units are normally composed of fanatical, frenzied warriors or mindless supernatural creatures - in any case, they cannot be Stunned, and will therefore remain Steady until they eventually become a Casualty. Of course a Casualty result for such troops represents them being utterly annihilated, or collapsing as their magical lifeforce abandons them.

Kings of War Units

War Engines

The following are all of the exceptions that apply to War Engine units from the *Kings of War* armies (See "Allies" on page 49), unless differently specified in their entry.

Move

War Engines cannot be ordered to move At the Double, nor to Charge. While moving, War Engines treat obstacles as blocking terrain.

Shooting

Unless otherwise specified, War Engines have a range of 48".

Melee

Attacking War Engines: Units attacking a War Engine always triple their Attacks.

Remember also that even if it survived such an onslaught, a War Engine would become Disordered as normal.

Individuals

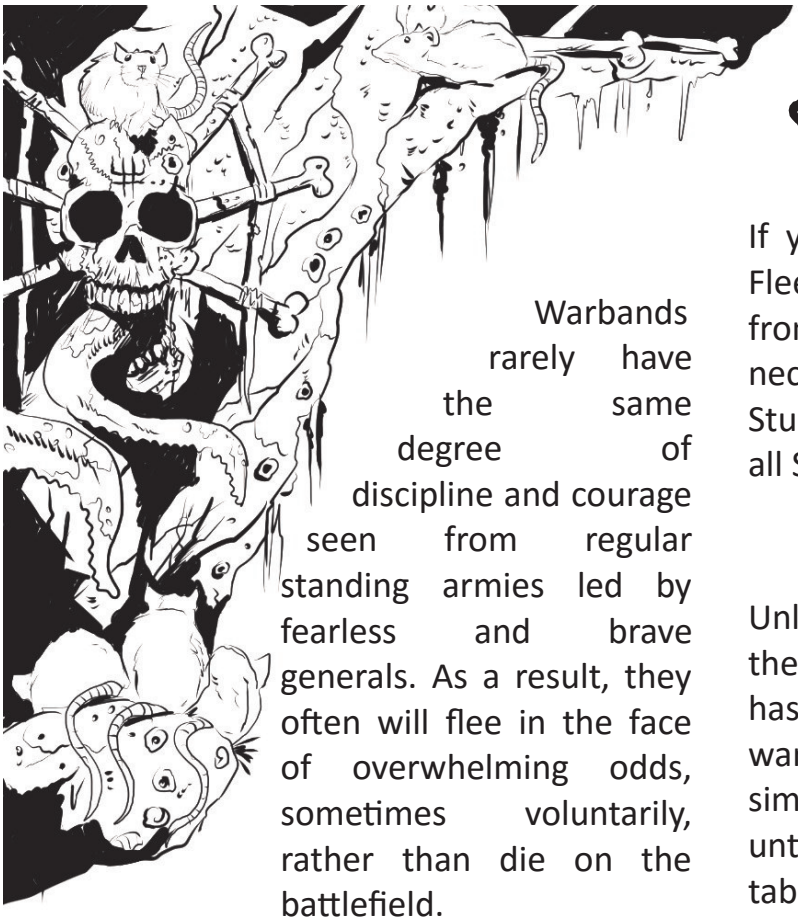
Kings of War units with this rule are normally made of a roughly man-sized individual, on foot or horseback.

Individuals behave and are affected by the same rules as Infantry in *The Star-Struck City*, although they are affected by Large, Cavalry, and/or Monster rules if indicated by their Type.

Monsters

Kings of War units with this rule are normally made of a single massive beast or towering behemoth.

Monsters behave and are affected by the same rules as Large Infantry in *The Star-Struck City*, and count as having the Large and Cavalry special rules.



Morale

Warbands rarely have the same degree of discipline and courage seen from regular standing armies led by fearless and brave generals. As a result, they often will flee in the face of overwhelming odds, sometimes voluntarily, rather than die on the battlefield.

Flee Checks

During the Morale Phase, if you lost at least 50% of the units you started the Scenario with (Rounding down), you must make a Flee Check to avoid your warband Fleeing. **You may voluntarily choose to fail the Flee check.**

% of starting units lost (rounding down)	Roll needed to pass
50%	4+
75%	5+
Last unit remaining	6+

If your Leader is not a Casualty, you get +1 to your Flee Check roll. Regardless of any other factors, a roll of 1 is always a failure and a roll of 6 is always a success.

Fleeing

If your warband fails the Flee Check, they Flee the battlefield. Remove all of your units from the table. Note that this does not necessarily mean that they are Casualties. Stunned units are counted as Casualties, but all Steady units are not.

Game End

Unless otherwise specified by the Scenario, the game is over when all but one warband has failed their Flee checks. If all remaining warbands fail their Flee Checks simultaneously, instead reroll all Flee Checks until at least one warband remains on the table.

Special Rules

Some units, or even entire armies, possess what we call 'special rules'. Each of these special rules is an exception to the normal rules. Some are listed with the units themselves, but the most common are listed below.

Any Equipment, Skills, or Special Rules which grant some value of (n) are cumulative. For example, if you have an Equipment that grants Crushing Strength (2) and a Skill that grants Crushing Strength (1), the unit may use Crushing Strength (3).

Advanced Deployment

Units with this rule must be deployed immediately after players have chosen sides, but before any other units are deployed. If both players have one or more units with this rule then the player who chose the table side sets theirs up first.

This unit may be deployed anywhere on the table outside your opponent's deployment zone and not within 3" of any Starmetal pieces.

Agile (n)

This unit passes the first (n) Fall Checks it is required to make.

Beast

These units cannot use Equipment of any kind and can never be the warband's Leader.

Big Shield

This unit gets +1 Def against enemies at least 6" away.

Blast (n)

If the unit's attack hits the target, the target suffers a number of hits equal to the number in brackets, rather than a single hit.

For example, if a unit suffers a hit from a Blast (D6+3) attack, it will suffer from four to nine hits rather than a single one. Once this is done, roll for damage as normal for all of the hits caused.

By Chris Schlumpberger

Breath Attack (n)

The unit has a ranged attack for which you roll (n) dice rather than the Attacks value of the unit. This attack has a range of 12" and always hits on 4+, regardless of any modifier.

Sometimes this rule is listed as Breath Attack (Att). In this case use the unit's Attacks stat as the value for n.

Brutal

When testing the Toughness of an enemy unit in melee with one or more of your units with this rule, add +1 to the total.

Crushing Strength (n)

All melee hits inflicted by the unit have a + (n) modifier when rolling to damage.

Elite

Whenever the unit rolls to hit, it can re-roll all dice that score a natural, unmodified 1. These do not apply to additional to-hit dice granted by Critical Hits.

Ensnare

When attacking this unit, enemies suffer an additional -1 to hit in melee.

Extremely Inspiring

This is the same as the Inspiring special rule, except that it has a range of 12". Any rule which affects Inspiring also affects Extremely Inspiring.

Fearless

This unit has a "-" for their Stunned Limit for Toughness. They cannot be Stunned, and will therefore remain Steady until they eventually become a Casualty.

Note that not all Fearless units with a "-" for their Stunned Limit may have this special rule listed. See also page 38.

Fly
The unit can move over normally-impassible objects (blocking terrain, enemy units, friendly units when charging, etc.), but still cannot land on top of them. The unit does not suffer Hindered charges for moving over difficult terrain or obstacles, unless it ends the move within or touching them. The unit also has the Nimble special rule.

Units with Fly may reroll any Fall Checks they may need to make, and can Climb, Jump Across, and Jump Down with At the Double moves.

Frenzy
In addition to its basic Attacks, this unit has a number of additional Attacks equal to the amount of damage already on the unit it is attacking in Melee at the start of the Melee phase.

Fury
While wavered, this unit may declare a Counter-Charge.

Headstrong
Whenever the unit begins a turn Stunned, it rolls a die. On a 4+ it shrugs off the effects of Stunned and is Disordered instead.

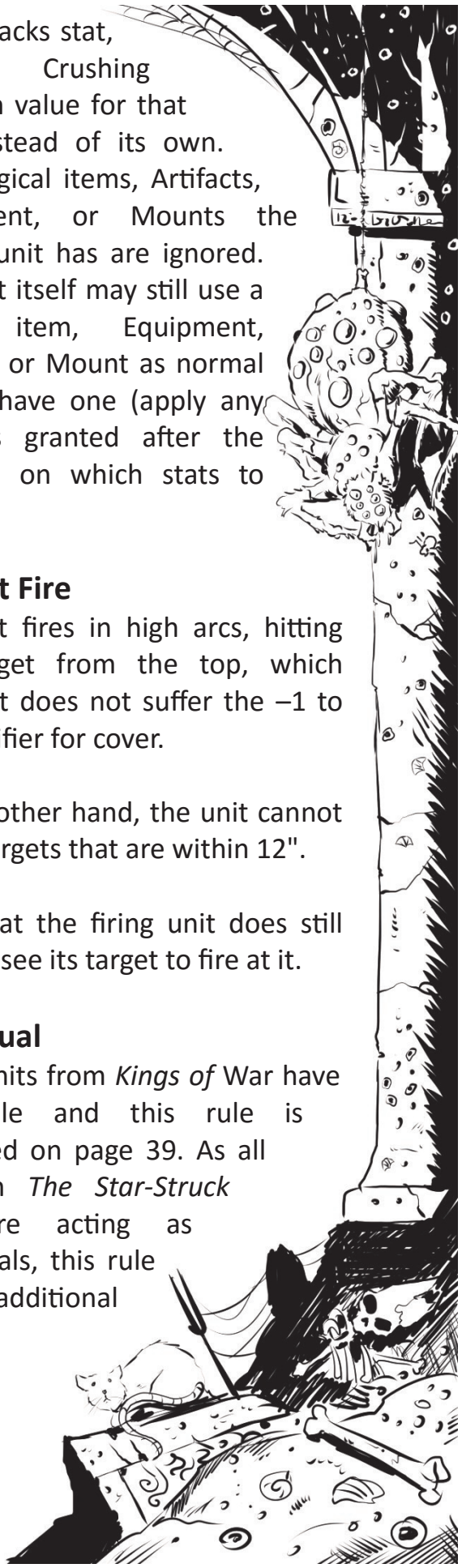
Imitate
When this unit attacks an enemy unit in melee, it may opt to use the enemy's profile for its melee attacks instead of its own. If it does so then it uses the enemy unit's Melee stat, Attacks stat, and Crushing Strength value for that turn instead of its own. Any magical items, Artifacts, Equipment, or Mounts the enemy unit has are ignored. This unit itself may still use a magic item, Equipment, Artifact, or Mount as normal if they have one (apply any bonuses granted after the decision on which stats to use).

Indirect Fire
The unit fires in high arcs, hitting the target from the top, which means it does not suffer the –1 to hit modifier for cover.

On the other hand, the unit cannot shoot targets that are within 12".

Note that the firing unit does still need to see its target to fire at it.

Individual
Some units from *Kings of* War have this rule and this rule is explained on page 39. As all units in *The Star-Struck City* are acting as individuals, this rule has no additional effect.

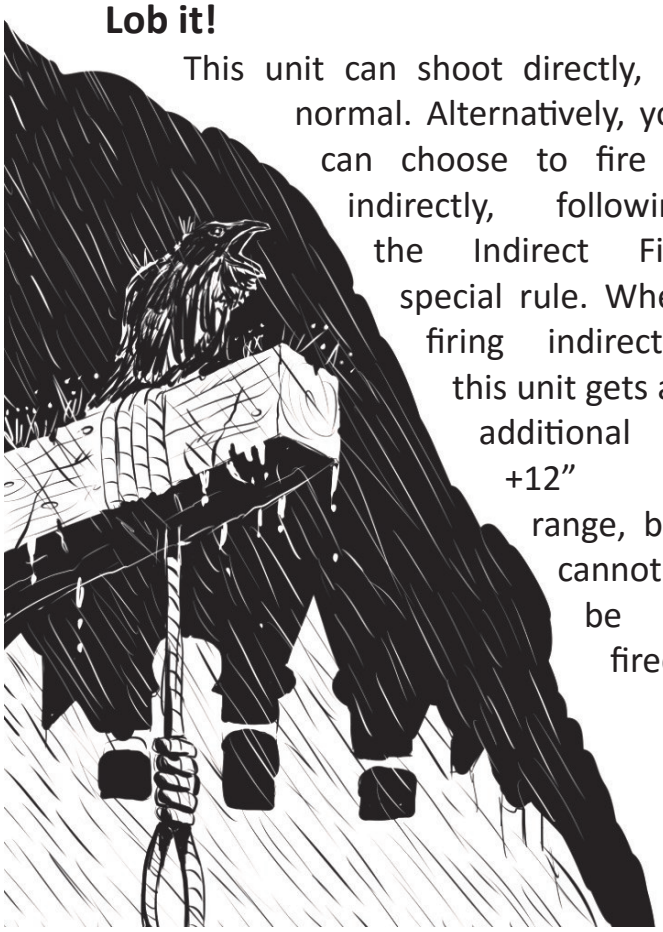


Inspiring
If this unit, or any friendly, non-allied unit within 6" of this unit, rolls a Casualty result, the opponent must re-roll that Toughness test. The second result stands.

Note a unit can also have Inspiring (specific unit) – in that case the unit will only inspire itself and that unit.

Iron Resolve
If this unit is Steady as a result of a Toughness test, it regains 1 point of damage previously suffered.

Lifeleech (n)
In a melee, this unit regains one point of damage it has previously suffered for every point of damage it deals, up to a maximum of n.



Lob it!
This unit can shoot directly, as normal. Alternatively, you can choose to fire it indirectly, following the Indirect Fire special rule. When firing indirectly, this unit gets an additional +12” of range, but cannot be fired against targets within 12".

Master Tactician
You can redeploy D3 of your own units after deployment is finished, but before Vanguard moves are made.

Mindthirst
If this unit is within 12” of an enemy unit with the Inspiring, Very Inspiring, or Extremely Inspiring special rule and is a Casualty, the opponent must re-roll that Toughness test. The second result stands.

Multiple Heads
In addition to their basic Att, this unit has a number of additional attacks equal to its current points of Damage.

Nimble
The unit does not suffer from the –1 to hit modifier for moving and shooting.

In addition, Cavalry and Large Cavalry units can make a single additional change of direction while executing any move order, including a Charge!

Pathfinder
The unit suffers no movement penalties for difficult terrain, simply treating it as open terrain.

Pathfinder units are not Hindered for charging through difficult terrain.

Phalanx
Units that charge this unit cannot use the Thunderous Charge special rule.

By Claudia Zuminich

Piercing (n)

All ranged hits inflicted by the unit have a + (n) modifier when rolling to damage.

Rallying! (n)

Friendly, non-allied units within 6" of this unit add (n) to their Stunned and Casualty Toughness values. This is cumulative, with a maximum total of +2 if multiple units with Rallying! are in range.

For example, if a unit with a Toughness stat of 5/6 is within 6" of a unit with Rallying! (1), its Toughness stat is 6/7. If it moves out of the 6" range, its Toughness stat is 5/6 again.

Only the Casualty values of Fearless units are affected by Rallying!

Regeneration (n)

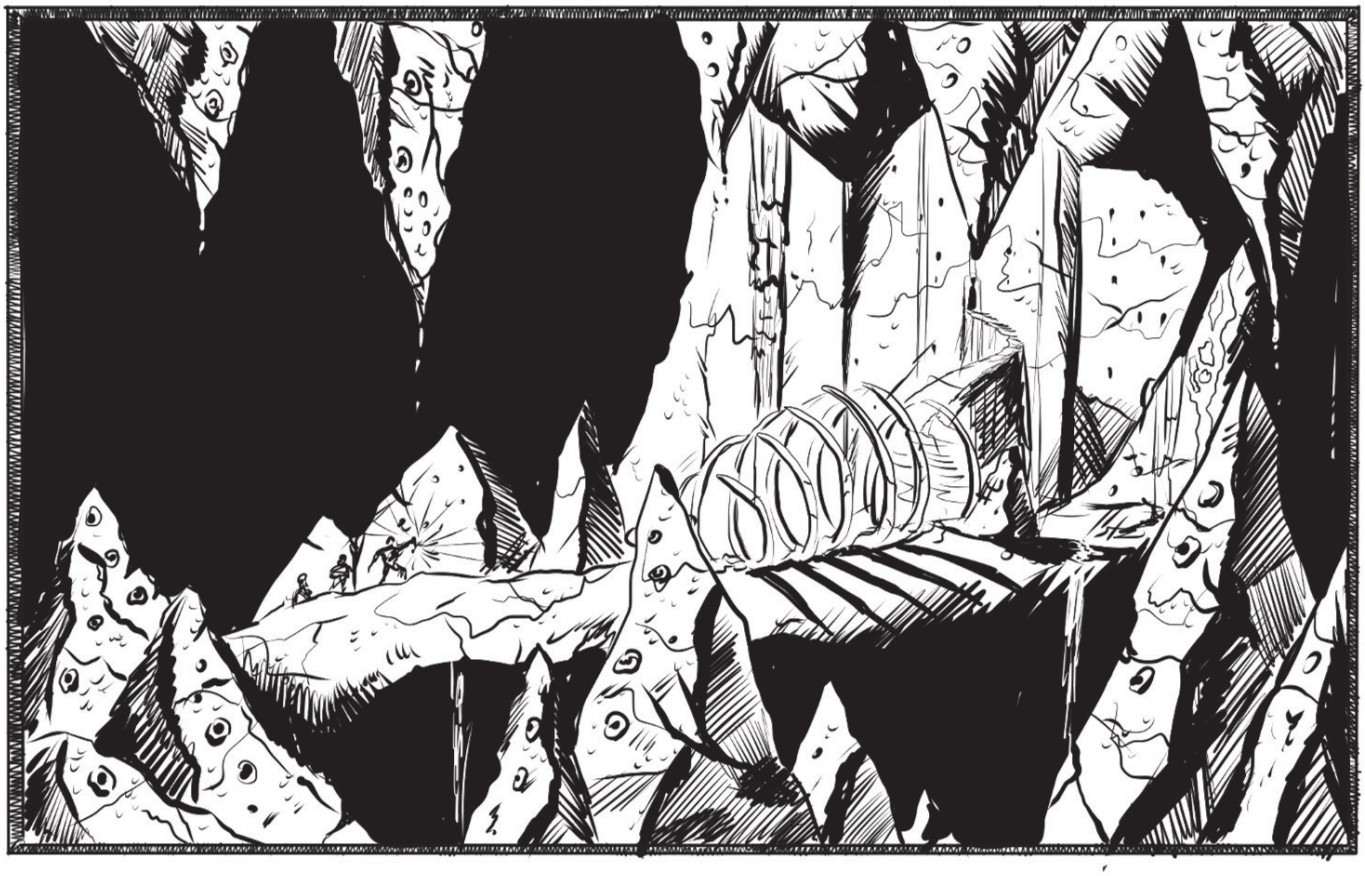
Every time this unit receives a move order (including Halt!), before doing anything else, roll a number of dice equal to the amount of damage currently on the unit. For every result of (n) or higher, the unit recovers a point of damage.

Reload!

The unit can fire only if it received a Halt order that turn.

Shambling

The unit cannot be ordered 'At the Double', except when carrying out a Vanguard move.



Soul Drain

When this unit is given an order, it may take up to 5 points of damage on itself. However, this cannot take it to more than 5 damage in total. For each point of damage taken in this way, it may remove one point of damage from a friendly, non-allied unit within 9". This unit will not take a Toughness test for damage taken in this way.

Stealthy

An enemy shooting against this unit suffers an additional -1 to hit modifier.

Strider

The unit never suffers the penalty for Hindered charges.

Tempus

The unit cannot be Disordered.

Thunderous Charge (n)

All melee hits inflicted by the unit have a + (n) modifier when rolling to damage. This bonus is in addition to the unit's Crushing Strength (if any), however the unit loses this bonus when Disordered or during Hindered charges.

Vanguard

The unit can make a single At the Double or Advance order after set-up is finished. If both armies have units with this rule, roll a die. The highest scorer decides who begins to move one of their Vanguard units first, then the players alternate until all Vanguard units have been moved.

By Matt Gilbert

Very Inspiring

This is the same as the Inspiring special rule, except that it has a range of 9". Any rule which affects Inspiring also affects Very Inspiring.

Veteran

Veteran units are allowed to carry and use Artifact Equipment.

In addition, in campaign games these units require 5 Experience instead of 3 to gain a new Skill. They also grant 2 Experience when an enemy causes them to be a Casualty, instead of 1.

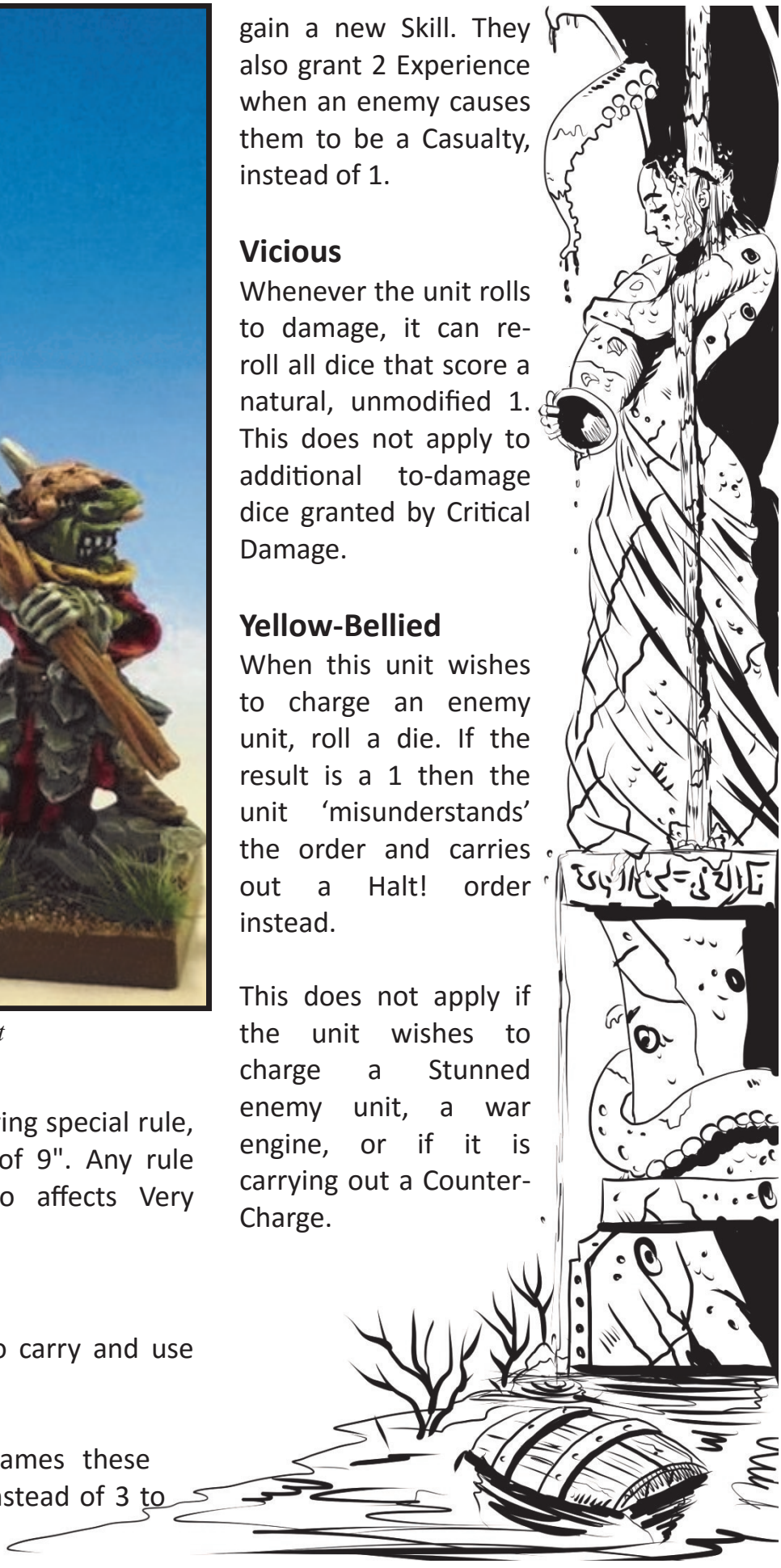
Vicious

Whenever the unit rolls to damage, it can re-roll all dice that score a natural, unmodified 1. This does not apply to additional to-damage dice granted by Critical Damage.

Yellow-Bellied

When this unit wishes to charge an enemy unit, roll a die. If the result is a 1 then the unit 'misunderstands' the order and carries out a Halt! order instead.

This does not apply if the unit wishes to charge a Stunned enemy unit, a war engine, or if it is carrying out a Counter-Charge.



Forming the Warband

You can play *The Star-Struck City* with just a few units per side, without worrying about the sides being equally matched. This is great for learning the game, but after you've become familiar with the rules and have amassed some more units, you should play a larger game. Better yet, begin a campaign game series, where your warbands can grow and evolve over the course of multiple battles as they amass gold, Artifacts, experience, and stories of their hard-fought battles!

In order to form your warband, you and your opponents must pick a warband before the first game. First agree a total of gold pieces (gp) to spend on units; we recommend 50 gp per player, but you can choose a higher value if all players agree. For campaign games, this is the value a new warband will always start with regardless of the Warband Value of other warbands in the campaign.

Then start picking units and Equipment for them from one of the warband lists provided in this rule set.

Each unit costs a certain amount of gp, as listed in its entry in the appropriate force list (including any options like magical Artifacts). For example a basic soldier will cost around 10 gp.

As you pick them and include them in your warband, keep adding their cost until you have reached the total you agreed. You can of course spend less than the agreed total, but you cannot spend even a single gp more. However, a starting warband is still considered to be the size of the maximum total the players agreed on (e.g. a warband which comes to 49 gp would still be considered a 50 gp warband)

You can also join forces with your friends and play with several allied warbands on either or both sides, as long as the total Warband Values are balanced.

If you are playing a campaign game, keep track of any unspent gp as this is saved and can be used by that warband to buy units and equipment later. Over time, the values of the warbands in campaign games will change with won and lost games as well as events that occur, but to start all warbands should be at the same gp maximum.

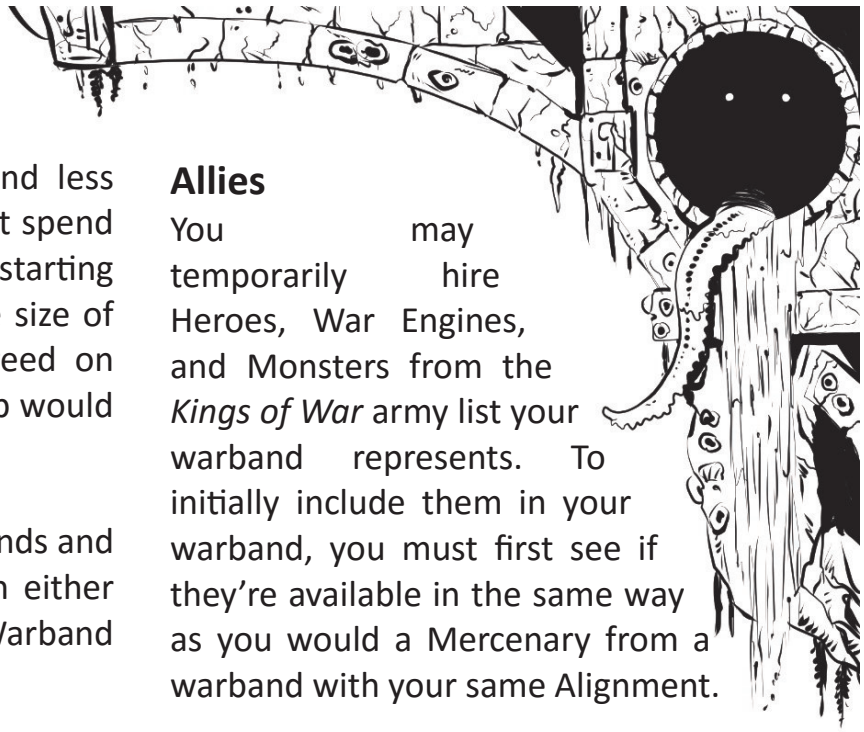
The Leader

After picking your starting Warband, nominate one unit as the Leader.

The Leader gains the Veteran special rule. They also gain +1/1 Toughness, Inspiring, and a single Skill of your choice.

Allies & Mercenaries

In some circumstances, you may wish to purchase units and Equipment from outside your own warband list, or utilize reinforcements from your warband's home nation to improve your chances.



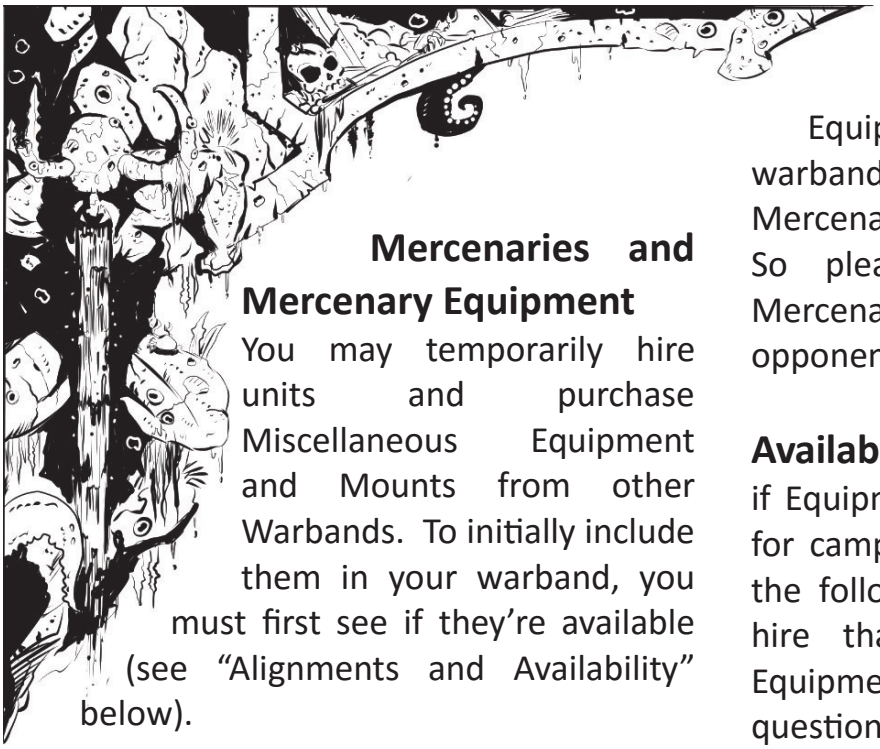
Allies

You may temporarily hire Heroes, War Engines, and Monsters from the *Kings of War* army list your warband represents. To initially include them in your warband, you must first see if they're available in the same way as you would a Mercenary from a warband with your same Alignment.

If they are available, you may then hire them at a gp cost equal to half their Point cost, rounded down. Allies have a Toughness equal to half their Nerve (rounded down) when hired.

Allies in Campaign Games: After each battle's Aftermath, you must pay a quarter of that point cost in gp to retain that Ally in your warband. Otherwise they will leave your warband immediately.

If you hired a Living Legend, marked with a [1], they automatically leave your warband after the battle and cannot be retained. You may re-hire that Living Legend for a future battle, following the same rules above again for hiring Allies.



Mercenaries and Mercenary Equipment

You may temporarily hire units and purchase Miscellaneous Equipment and Mounts from other Warbands. To initially include them in your warband, you must first see if they're available (see "Alignments and Availability" below).

If they are available, you may then hire them for their gp cost. Mercenary Equipment costs double the listed price in gp.

Mercenaries in Campaign Games: Then, after each battle's Aftermath, you must pay a half of that unit's gp cost to retain that Mercenary in your warband. Otherwise they will leave your warband immediately.

You do not need to pay any additional costs to retain Mercenary Equipment during the Aftermath.

Alignments and Availability

Alliances between races that are hated enemies in the *Kings of War* background are not very 'realistic', so we have given a specific Alignment to each army – either Good, Evil, or Neutral.

Good Mercenaries and Mercenary Equipment are never available to Evil warbands, and likewise Evil Mercenaries and Mercenary Equipment are never available to Good warbands. Neutral Equipment and Mercenaries are freely available to anyone. So please don't mix Evil and Good Mercenaries in the same army, unless your opponent agrees, of course.

Availability in Campaign Games: To see if Equipment and Mercenaries are available for campaign games, roll a die and consult the following table. If successful, you may hire that Mercenary or purchase that Equipment; otherwise the unit or item in question is unable to be purchased at this time.

	Mercenary Warband:		
Your Warband	**Good**	**Neutral**	**Evil**
Good	4+	5+	6+
Neutral	5+	5+	5+
Evil	6+	5+	4+

Magic Item Equipment

Magic Items from *Kings of War* can also be purchased in the same fashion as Mercenary Equipment. They cost a number of gp equal to their point cost, and always count as being from a Neutral warband when rolling for Availability.

Warband Value

A warband is constantly changing, so to keep track of their approximate power level, we use the term "Warband Value." This is the sum gp total of all units, Equipment, Artifacts, Magic Items, *Kings of War* Allies (who have a gp value equal to half their point cost), Mercenaries, and Experience (1 Experience equals 1 gp) in the warband.

Spells

The spells listed below summarize in brief the wealth of subtly different magical powers wielded by the spellcasters of the world of Mantica, which we refer to with the generic term of 'Wizards'. A Wizard is any unit that has access to the spells below, and not a unit that is equipped with a magical artifact that reproduces the effects of a spell.

Spells are ranged attacks and thus follow the normal rules for shooting (e.g. a unit that moves at the Double cannot use these powers that turn), with the exceptions listed below.

For spells, you always roll the number of dice indicated in the (n) value in the Wizard's entry for that spell, rather than the Att value of the Wizard itself. The Att value of the Wizard is only used if the unit uses a normal ranged attack, like a bow, instead of its spells.

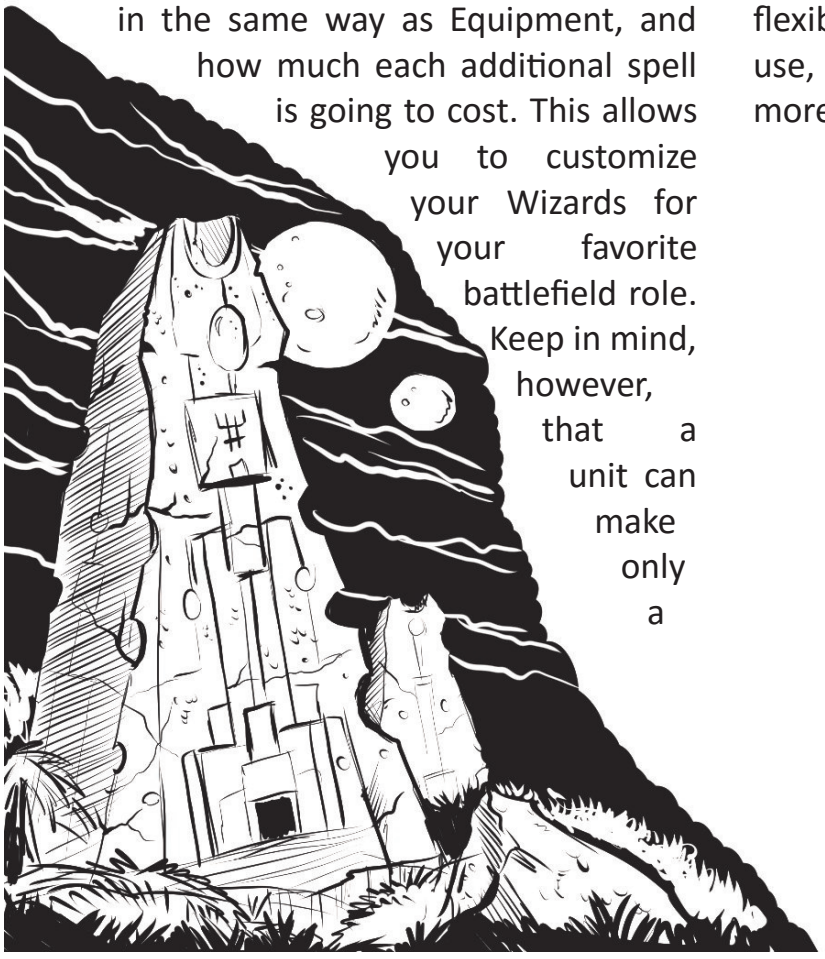
Spells always hit on 4+, and ignore all to-hit modifiers for ranged attacks, including any modifiers from special rules. Note that re-rolls (like the one provided by the Elite rule), unlike modifiers, do apply.

Some spells can only target a friendly unit – this is marked as 'friendly unit only'. Note that such spells cannot normally target the Wizard itself and cannot target friendly, allied units – so a Wizard from your main force can't use Bane-Chant on an allied unit for example, and a Wizard from your allied force can't heal a unit from your main force.

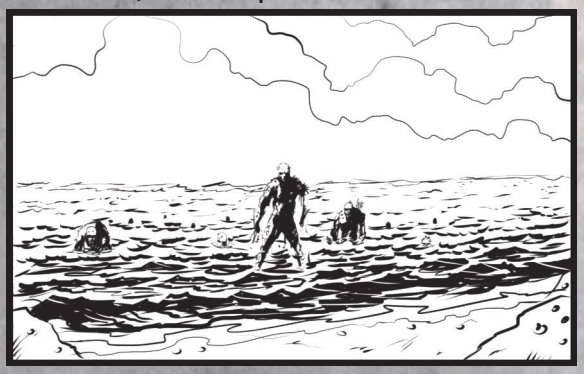
By Matt Gilbert

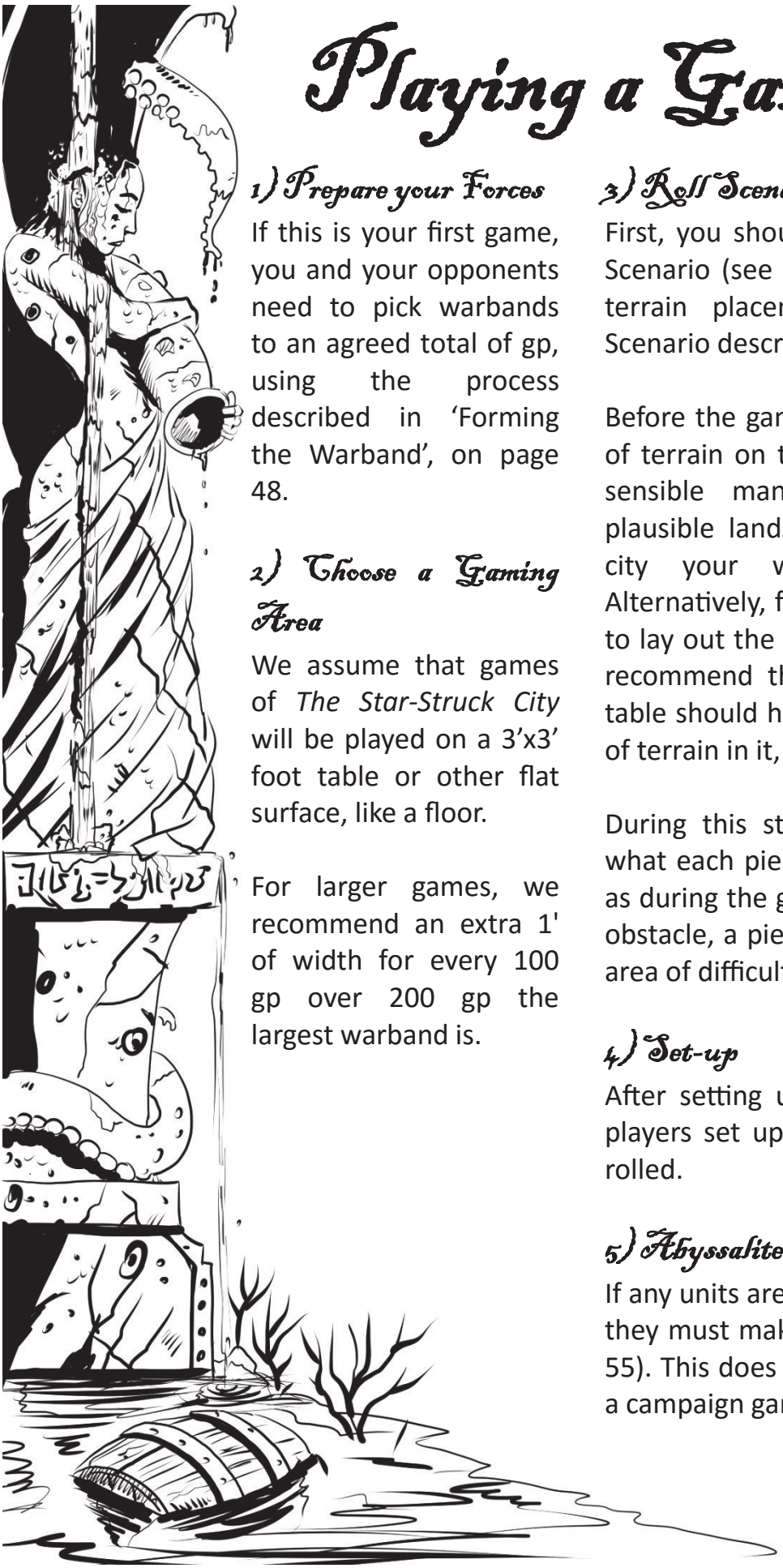
By Cedric Boudoya

Each Wizard's individual entry lists which spells can be purchased for him/her, much in the same way as Equipment, and how much each additional spell is going to cost. This allows you to customize your Wizards for your favorite battlefield role. Keep in mind, however, that a unit can make only a single shooting attack per turn, so buying more than one spell gives your Wizard flexibility, as you can choose which one to use, but does not allow the Wizard to cast more than one spell per turn.



Spell	Range	Special Rules
Fireball (n)	12”	None – roll to damage as normal.
Bane-Chant (n)	12”	Friendly unit only, including units engaged in combat. Hits don’t inflict damage. Instead, if one or more hits are scored, for the rest of the turn all of the unit’s melee and ranged attacks increase their Piercing and Crushing Strength value by 1, or gain Piercing (1) and Crushing Strength (1) if they don’t already have these rules. Note that multiple bane-chants hitting the same unit do not have cumulative effects.
Wind Blast (n)	18”	Hits don’t inflict damage. Instead, each hit pushes the target enemy unit 1" directly away from the caster. The target stops 1" away from enemy units or just out of contact with blocking terrain and friends. This spell has no effect on units with a speed of 0.
Lightning Bolt (n)	24”	Piercing (1) – roll to damage as normal.
Heal (n)	12”	Friendly unit only, including units engaged in combat. Hits don’t inflict damage. Instead, for every hit ‘inflicted’, the friendly unit removes a point of damage that it has previously suffered.
Surge (n)	12”	Friendly unit with the Shambling special rule only. Hits don’t inflict damage. Instead, for every hit ‘inflicted’, the Shambling, friendly unit moves straight in one direction a full inch (stopping just out of contact with friendly units and blocking terrain). All of the distance moved must be in one direction. If this movement brings it into contact with an enemy unit, treat this as a successful charge against the enemy facing that has been contacted. However, the charged unit will not take any Toughness tests for any damage it might have taken previously in that Shoot phase. If the Surge move took the unit over an obstacle or through difficult terrain then it will be Hindered in the ensuing combat as normal. This spell has no effect on units with a speed of 0, and units cannot use Surge to Climb, Jump Across, or Jump Down.





Playing a Game

1) Prepare your Forces

If this is your first game, you and your opponents need to pick warbands to an agreed total of gp, using the process described in 'Forming the Warband', on page 48.

2) Choose a Gaming Area

We assume that games of *The Star-Struck City* will be played on a 3'x3' foot table or other flat surface, like a floor.

For larger games, we recommend an extra 1' of width for every 100 gp over 200 gp the largest warband is.

3) Roll Scenario and Place Terrain

First, you should roll 3D6 to determine the Scenario (see page 88). This may affect the terrain placement, as described in the Scenario description.

Before the game, you must put a great deal of terrain on the battlefield. Arrange it in a sensible manner, trying to recreate a plausible landscape of the fantastic ruined city your warbands are battling in. Alternatively, find a third and neutral person to lay out the terrain for you. In general, we recommend that every square foot of the table should have at least one or two pieces of terrain in it, and the more, the better.

During this stage it's vital that you agree what each piece of terrain is going to count as during the game –is it blocking terrain, an obstacle, a piece of decorative terrain, or an area of difficult terrain?

4) Set-up

After setting up the objectives/loot, if any, players set up as described in the Scenario rolled.

5) Abyssalite and Celestium

If any units are using Abyssalite or Celestium, they must make a Madness Check (see page 55). This does not apply if you're not playing a campaign game.

6) Who Goes First?

Both you and your opponent roll a die. The highest scorer chooses whether they are going to have the first turn or give the first turn to their opponent instead. Game on!

7) Duration

Unless otherwise indicated in the Scenario rules, the game lasts until all warbands but one have failed a Flee check.

8) Objective

At the end of the game, check the Scenario rules to determine the victor. Keep in mind that in some Scenarios, the winning warband might not necessarily be the last one standing!

9) Injuries and Experience

After the game, roll for any Injuries units that were Casualties received. Then tally up each unit's Experience, and pick new Skills for units that are eligible to get a new Skill.

10) Search the City

Next, you get to roll and see what treasures and dangers your warband finds while combing the ruins of the sunken city!

11) Improve Warband

Lastly, you can sell any Starmetal you desire, and purchase new Equipment, Units, Mercenaries, and Allies for the next battle.

Be sure to note your new total Warband Value, including Equipment, Artifacts, and Experience.

12) Play Again!

Repeat the process, starting from Step 2!

By Marcel Popik

The landlord, a portly fellow who doubled as a pig butcher in his spare time, hefted a sausage on a roasting fork into the air and said "Come now, anyone else care to give us a tale. A fine plate of wurst for the best story". There was silence for a moment and the landlord's gaze swept the room. He stopped to consider the Roadwarden who was still watching the movements of the young barmaid, a new girl from somewhere up in the Moors. The landlord had employed her only a few weeks ago. "So Master Roadwarden, surely you must have news for us? What can you tell us of the wider world"?

Vestin Bard regarded the landlord coolly. He seemed to be weighing up different thoughts and finally put down his food and drink, leant forward in his chair and spoke. "Aye, I have a tale for you. A strange tale but none the less true. It concerns a Roadwarden, one of the Brotherhood that keeps townships such as yours safe".

Again the odd accent that the landlord could not place. Out of the corner of his eye, though, he noted that the barmaid had stopped to listen. With a nod of encouragement towards the Roadwarden he looked at the rest of the customers who had also fallen silent.

"To the East of here, the roads rise up through the Elfmoors, as you know. There's a road that cuts towards Berndorf over the

Krupp Hills. It's Dwarf made but it's not used that often anymore and with good reason."

"One spring, as the snows cleared, a Roadwarden of my acquaintance was checking along this road and came upon the strangest thing he'd seen. In a small vale beneath Cronewife Hill he came upon a wood. This wood was right across the road and assuredly had not been there the autumn before, yet the trees were mature oaks and beech. Since it was only early spring, he could even make out a set of ruins in the heart of this wood."

"Well, being a Roadwarden it was his duty to explore so he approached the wood and passed under the dark branches of the trees. The dwarf road was still there, simply surrounded by the mature trees. It was quiet though, too quiet. There were no birds proclaiming their territories and looking for a mate. No small animals rustled in the leaf litter. Only the trees stood sentinel to this marvel.

After a few minutes he came level with the ruins. It was clearly the remains of an old temple but for the life of him, the Roadwarden did not remember ever having seen the ruins before and he knew this area well, or so he thought. He dismounted, hitched his horse's reins to a nearby tree and advanced silently through the woods. Some prescient thought made him draw his sword from its oiled scabbard and palm a weighted throwing knife in his left hand. He reached the entrance to the temple without observing any sign of life but he had survived too many encounters not to continue to be cautious.

He slipped inside the doorway and moved to the side. The High Altar, although stripped of icon or statue, was intact. There were even remains of plaster and paint on the walls. Padding silently down the side aisle, the Roadwarden noticed how the wind and the rain did not seem to penetrate here. There was an aura of calm aloofness from the forest outside.

Finally he reached the high altar and looked at it carefully. Barely discernible scratches in the form of an eagle revealed that this had once been dedicated to Our Lord Aestius but when and how this came to be built here was unknown. Convinced he had seen enough the Roadwarden turned to leave to perceive the figure blocking the doorway. A dark figure he was, in mail with a maul over his shoulder and a long black beard. He was no woodland bandit though. His eyes burned with a ghostly green light and as the Roadwarden watched, he drifted forward down the centre aisle, his feet, it seemed, not entirely attached to the floor…

From "Tales from the Crippled Goose: The Roadwardens Tale" by Mike Tittensor
Ironwatch Issue 34

Skill List

Some units can select Skills to begin a game with. Unless otherwise noted, Skill effect apply for the entire duration of the game.

In a campaign game, Skills cannot be changed between games, so pick carefully!

Skill Expertise and Mastery

Unless otherwise noted, units can pick from any available Skill. Skills which can be selected multiple times are named as "Skill Expertise" and "Skill Mastery," and replace the lower-level Skill of the same name. You cannot pick a Skill Expertise until you have that basic Skill, and you cannot pick the Skill Mastery until you have that Skill Expertise.

Shooting Skills

Hip Shooter

Unit may shoot (but not use Spells) after being damaged in Melee, instead of being Disordered

Hawkeye

Unit adds +3" to the Range of their Ranged Weapon (not Spells)

Hawkeye Expertise

Unit instead adds +6" to the Range of their Ranged Weapon (not Spells)

Hawkeye Mastery

Unit instead adds +9" to the Range of their Ranged Weapon (not Spells)

Quickload

No effect (needed for Quickload Expertise)

Quickload Expertise

Unit ignores the Reload! special rule

Crippling Shot

Unit gains Piercing (1)

Crippling Shot Expertise

Unit instead gains Piercing (2)

Crippling Shot Mastery

Unit instead gains Piercing (3)

Ballistics

Unit gains Indirect Fire

Ballistics Expertise

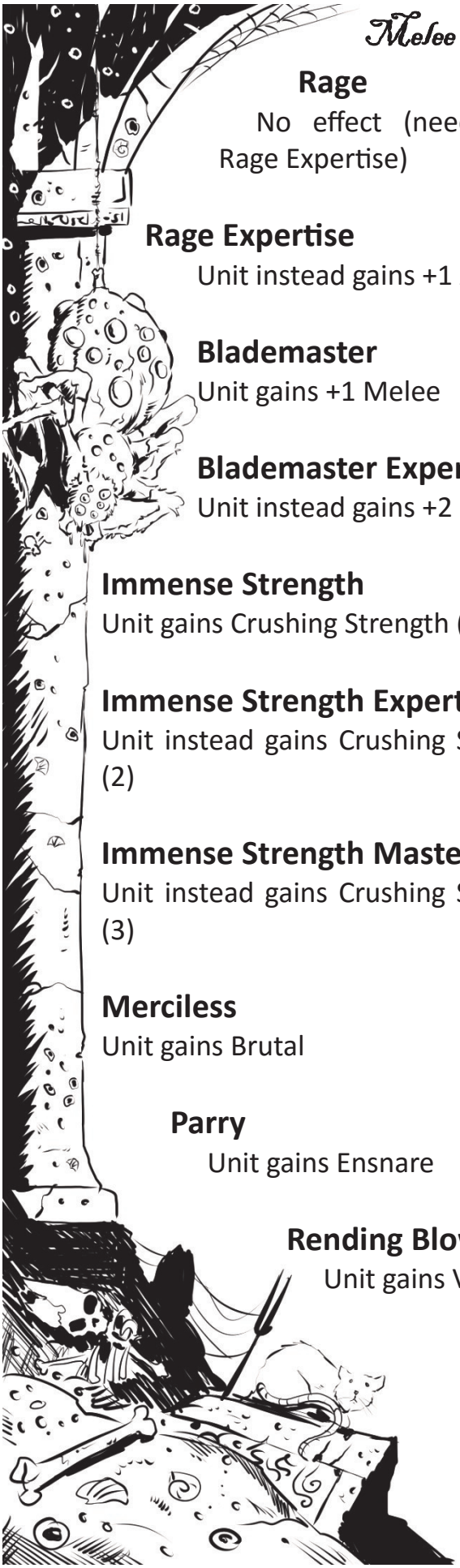
Unit instead gains Lob It!

Marksman

Unit gains +1 Ranged

Marksman Expertise

Unit instead gains +2 Ranged



Melee Skills

Rage
No effect (needed for Rage Expertise)

Rage Expertise
Unit instead gains +1 Attack

Blademaster
Unit gains +1 Melee

Blademaster Expertise
Unit instead gains +2 Melee

Immense Strength
Unit gains Crushing Strength (1)

Immense Strength Expertise
Unit instead gains Crushing Strength (2)

Immense Strength Mastery
Unit instead gains Crushing Strength (3)

Merciless
Unit gains Brutal

Parry
Unit gains Ensnare

Rending Blow
Unit gains Vicious

Rending Blow Expertise
Unit instead gains Vicious, and can use Vicious for dice granted by Critical Damage.

Giant Blow
No effect (needed for Giant Blow Expertise)

Giant Blow Expertise
If Large, this unit gains +D3 Attacks. Roll for the number of Attacks every time you resolve a Melee attack

Reach
Unit may count enemy models up to 1” away as being in base contact.

Reach Expertise
Unit may instead count enemy models up to 2” away as being in base contact.

Reach Mastery
Unit may instead count enemy models up to 3” away as being in base contact.

Haymaker
If Large, this unit gets +1” to its Knockback effect

Haymaker Expertise
If Large, this unit instead gets +2” to its Knockback effect

Haymaker Mastery
If Large, this unit instead gets +3” to its Knockback effect

Protection Skills

Impenetrable
Unit gains +1 Defense

Impenetrable Expertise
Unit instead gains +2 Defense

Stouthearted
Unit gains Headstrong

Bravery
Unit gains +1/1 Toughness

Bravery Expertise
Unit instead gains +2/2 Toughness

Unflinching
Unit gains Fearless

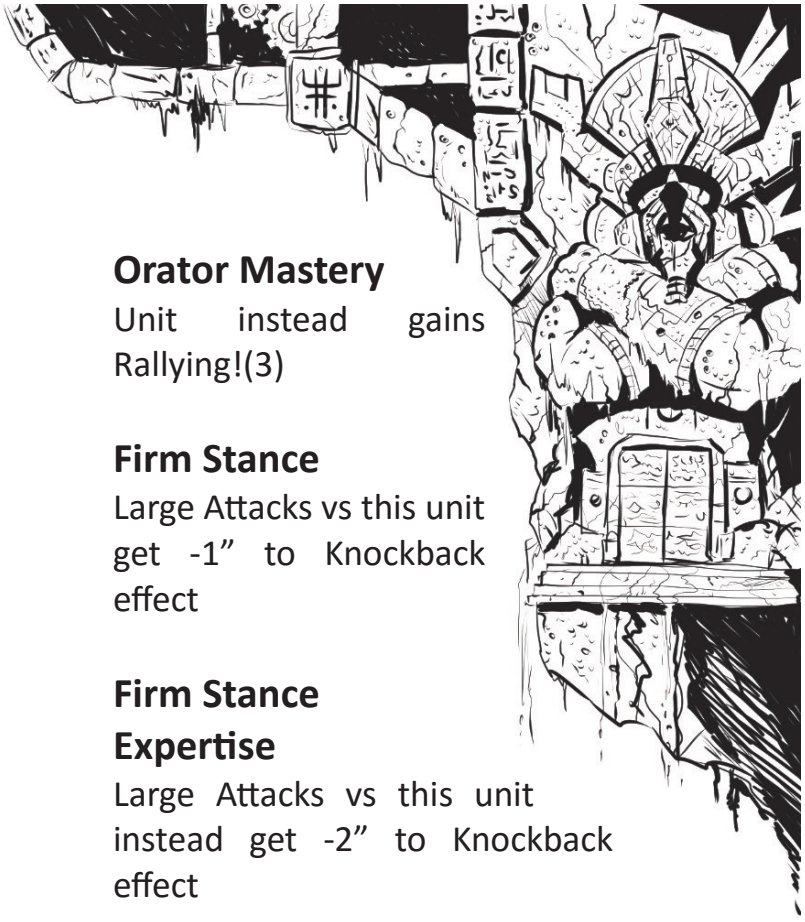
Endurance
Unit gains Regeneration (6+)

Endurance Expertise
Unit instead gains Regeneration (5+)

Endurance Mastery
Unit instead gains Regeneration (4+)

Orator
Unit gains Rallying!(1)

Orator Expertise
Unit instead gains Rallying!(2)



Orator Mastery
Unit instead gains Rallying!(3)

Firm Stance
Large Attacks vs this unit get -1” to Knockback effect

Firm Stance Expertise
Large Attacks vs this unit instead get -2” to Knockback effect

Firm Stance Mastery
Large Attacks vs this unit instead get -3” to Knockback effect

Lucky
Campaign games only. Treat ‘Dead as a Post’ Injury results for this unit as a ‘Plain Unlucky’ on a roll of 6+

Lucky Expertise
Campaign games only. Instead treat ‘Dead as a Post’ Injury results for this unit as a ‘Plain Unlucky’ on a roll of 5+

Lucky Mastery
Campaign games only. Instead treat ‘Dead as a Post’ Injury results for this unit as a ‘Plain Unlucky’ on a roll of 4+

Magic Skills

Awakening
If this unit had the Beast special rule, it no longer has the Beast special rule

Ruby Mana
Unit gets Fireball (2)

Ruby Mana Expertise
Unit instead gets Fireball (4)

Ruby Mana Mastery
Unit instead gets Fireball (6)

Amber Mana
Unit gets Windblast (1)

Amber Mana Expertise
Unit instead gets Windblast (2)

Amber Mana Mastery
Unit instead gets Windblast (3)

Azure Mana
No effect (needed for Azure Mana Expertise)

Azure Mana Expertise
Unit gains Lightning (1)

Forceful Presence
Unit gains Inspiring

Forceful Presence Expertise
Unit instead gains Very Inspiring

Forceful Presence Mastery
Unit instead gains Extremely Inspiring

Dispel
Spells takes a -1 penalty to hit this unit. This penalty ignores the normal fixed 4+ to-hit

Eagle Vision
Unit adds +3” to the Range of their Spells

Eagle Vision Expertise
Unit instead adds +6” to the Range of their Spells

Eagle Vision Mastery
Unit instead adds +9” to the Range of their Spells

Spirit Channeling
This unit gains an additional dice for Spells for every 3 Allied units within 6"

Spirit Channeling Expertise
This unit instead gains an additional dice for Spells for every 2 Allied units within 6"

Spirit Channeling Mastery
This unit instead gains an additional dice for Spells for each Allied unit within 6"

Agility Skills

Ambusher
Unit gains Vanguard

Ambusher Expertise
Unit instead gains Advanced Deployment

Sprinter
Unit gains +2” Spd

Sprinter Expertise
Unit instead gains +4” Spd

Precise Blow
Unit gains Elite

Precise Blow Expertise
Unit instead gains Elite, and can use Elite for dice granted by Critical Hits

Bull Rush
Unit gains Thunderous Charge (1)

Bull Rush Expertise
Unit instead gains Thunderous Charge (2)

Bull Rush Mastery
Unit instead gains Thunderous Charge (3)

Quick Reflexes
If the unit was Shambling, they may instead make At the Double moves as normal

Leaping Charge
Unit gains Strider

Leaping Charge Expertise
Unit instead gains Pathfinder

Perfect Landing
Unit gains Agile (1)

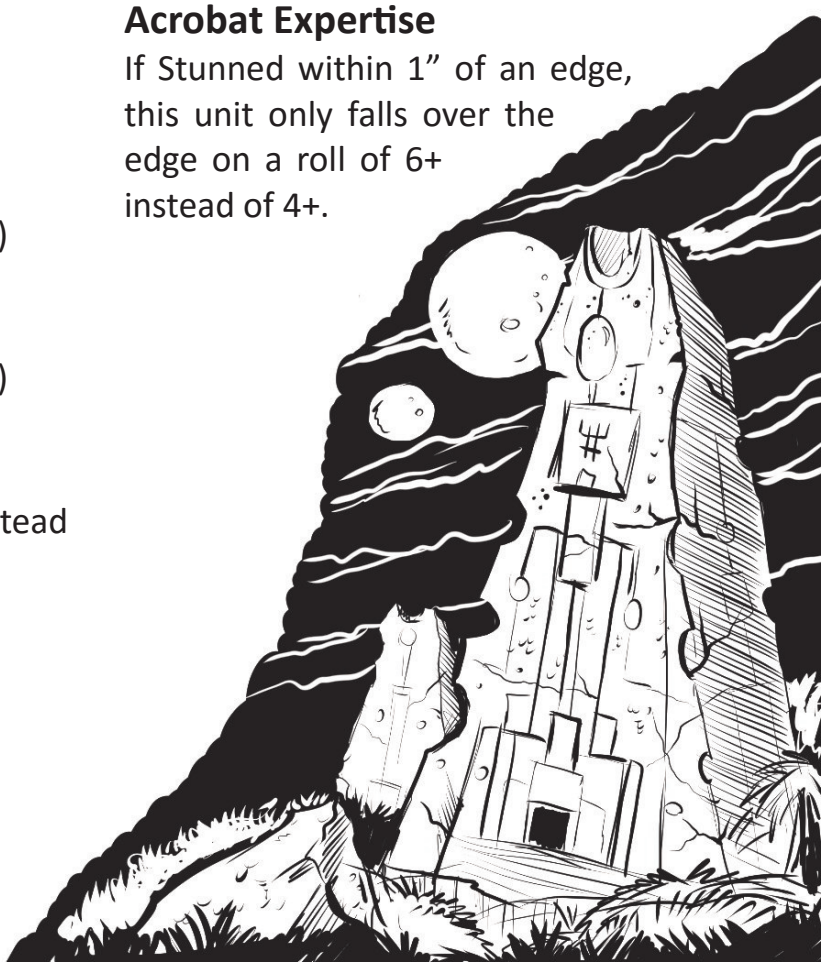
Perfect Landing Expertise
Unit instead gains Agile (2)

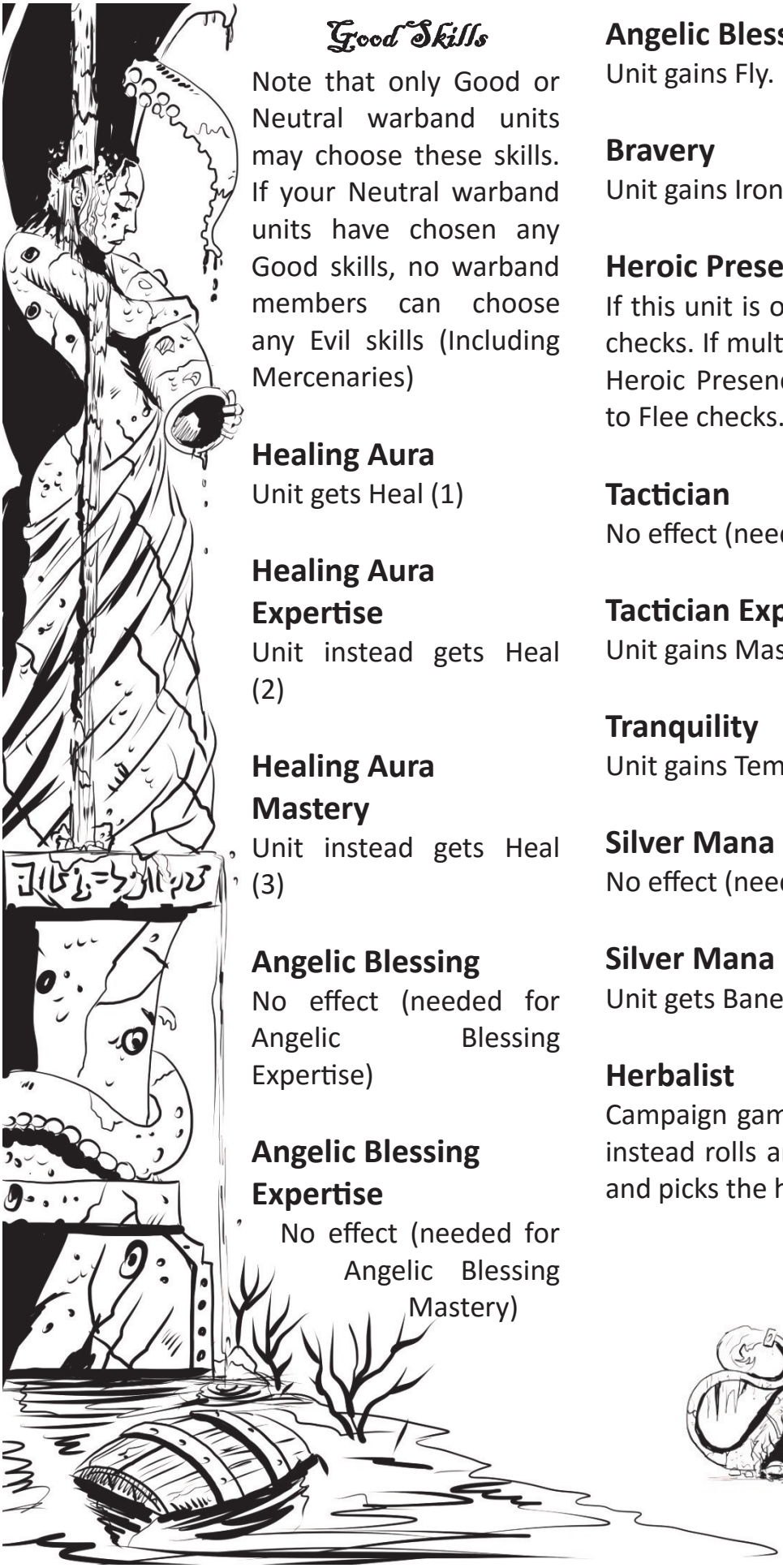
Perfect Landing Mastery
Unit instead gains Agile (3)

Explorer
Campaign games only. You may re-roll one die when Searching the City. If multiple models in a warband have Explorer skills, only re-roll one die.

Acrobat
If Stunned within 1” of an edge, this unit only falls over the edge on a roll of 5+ instead of 4+.

Acrobat Expertise
If Stunned within 1” of an edge, this unit only falls over the edge on a roll of 6+ instead of 4+.





Good Skills

Note that only Good or Neutral warband units may choose these skills. If your Neutral warband units have chosen any Good skills, no warband members can choose any Evil skills (Including Mercenaries)

Healing Aura
Unit gets Heal (1)

Healing Aura Expertise
Unit instead gets Heal (2)

Healing Aura Mastery
Unit instead gets Heal (3)

Angelic Blessing
No effect (needed for Angelic Blessing Expertise)

Angelic Blessing Expertise
No effect (needed for Angelic Blessing Mastery)

Angelic Blessing Mastery
Unit gains Fly.

Bravery
Unit gains Iron Resolve.

Heroic Presence
If this unit is on the table, gain +1 to all Flee checks. If multiple models in a warband have Heroic Presence skills, only gain a single +1 to Flee checks.

Tactician
No effect (needed for Tactician Expertise)

Tactician Expertise
Unit gains Master Tactician

Tranquility
Unit gains Tempus

Silver Mana
No effect (needed for Silver Mana Expertise)

Silver Mana Expertise
Unit gets Bane Chant (1)

Herbalist
Campaign games only. An Injured allied unit instead rolls an additional two Injury results and picks the highest.

Evil Skills

Note that only Evil or Neutral warband units may choose these skills. If your Neutral warband units have chosen any Evil skills, no warband members can choose any Good skills (including Mercenaries)

Enormous Growth
No effect (needed for Enormous Growth Expertise)

Enormous Growth Expertise
Unit becomes Large

Mutation
No effect (needed for Mutation Expertise)

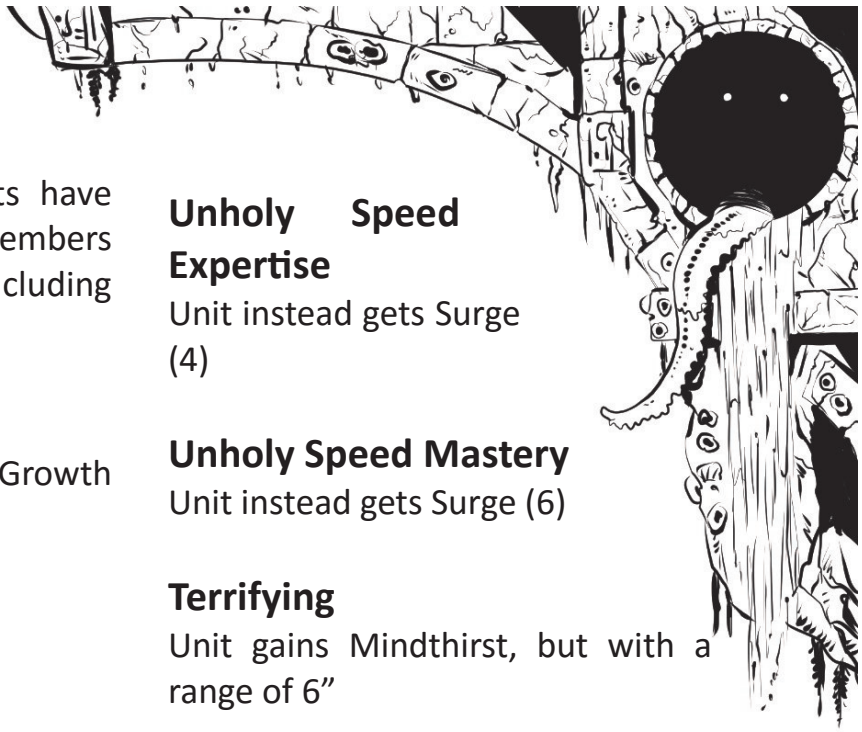
Mutation Expertise
Unit gains Multiple Heads

Crimson Rage
Unit gains Lifeleech (1)

Crimson Rage Expertise
Unit instead gains Lifeleech (2)

Crimson Rage Mastery
Unit instead gains Lifeleech (3)

Unholy Speed
Unit gains Surge (2)



Unholy Speed Expertise
Unit instead gets Surge (4)

Unholy Speed Mastery
Unit instead gets Surge (6)

Terrifying
Unit gains Mindthirst, but with a range of 6”

Terrifying Expertise
Unit instead gains Mindthirst (with normal 12” range)

Vengeful
Unit gains Fury

Sneaky
Unit gains Stealthy

Enervating Aura
Unit gains Soul Drain, with a maximum of 3 Damage it can take on itself

Enervating Aura Expertise
Unit instead gains Soul Drain, with the normal maximum damage it can take on itself

Dark Echo
No effect (needed for Dark Echo Expertise)

Dark Echo Expertise
Unit gains Imitate

Starmetal Skills

These can only be gained through Attunement (see page 84), and can only be selected in campaign games.

Abyssalite Attunement

This unit gets +1 on Madness Checks when using Abyssalite. If this unit ever uses Celestium, this skill is lost

Abyssalite Attunement Expertise

This unit instead gets +2 on Madness Checks when using Abyssalite. If this unit ever uses Celestium, this skill is lost

Abyssalite Attunement Mastery

This unit instead gets +3 on Madness Checks when using Abyssalite. If this unit ever uses Celestium, this skill is lost

By Pete Harrison

Celestium Attunement

This unit gets +1 on Madness Checks when using Celestium. If this unit ever uses Abyssalite, this skill is lost

Celestium Attunement Expertise

This unit instead gets +2 on Madness Checks when using Celestium. If this unit ever uses Abyssalite, this skill is lost

Celestium Attunement Mastery

This unit instead gets +3 on Madness Checks when using Celestium. If this unit ever uses Abyssalite, this skill is lost

Buying Equipment

You can purchase Equipment from your own warband list, from the General Equipment list below, or from other warbands as Mercenary Equipment.

No Equipment

Units without any equipment are still assumed to be carrying a small, basic weapon with which to defend themselves in combat. As such, units without any Equipment may still make Melee attacks, although any units without Ranged Weapons cannot make Ranged attacks.

Note that units are not required to have the same Equipment as their representative model might visibly carry. However, we do suggest using a model with similar visible Equipment to avoid confusion.

Using Equipment

Units can only use 1 Melee Equipment, 1 Ranged Equipment, 1 Mount Equipment, and 2 Miscellaneous Equipment in a battle.

Mercenary Equipment

Mercenary Equipment costs twice the listed value in gp to purchase, and you must roll for Availability in order to purchase it. See page 48.

General Equipment Availability

Some items from the General Equipment list are marked with a *. These are so common that no Availability roll is required. Anything else must be checked for Availability, always on a 5+.

Artifacts

All Artifacts' costs are indicated in the Warband listings. Each warband may only have a single copy of a given Artifact in their warband unless otherwise noted.

Artifacts can never be purchased in Campaign games, but are instead found only through Exploration.

By Matt Gilbert

General Equipment List

Type	Name	Gp cost	Effect
Melee	*Heavy Weapon	3	Crushing Strength (1)
	*Dual weapons	5	+1 Att
	*Spear	3	Phalanx, Can use a Shield/Tower Shield
	Rapier	3	+1 Me
	Whip	8	Phalanx, +1 Att
	Net	3	Ensnare
	Lance	3	Thunderous Charge (1), Cavalry only, Can use a Shield/Tower Shield
	Pike	6	Ensnare, Phalanx
	Heavy Pike	9	Elite, Ensnare, Phalanx
Ranged	*Bow/Light Crossbow	6	24”
	*Crossbow	9	24”, Piercing (1), Reload!
	*Throwing Knife	3	12” , Can use a Shield/Tower Shield
	Longbow	9	30”
	Rifle	12	24”, Piercing (2), Reload!
	Long Rifle/Heavy Crossbow	15	36”, Piercing (2), Reload!
	Harpoon Gun/ Firebolt	9	18”, Piercing (1)
	Thunderpipe	9	Breath Weapon (2)
	Heavy Thunderpipe	9	Breath Weapon (2), Piercing (1), Reload!
	Hand Crossbow/ Throwing Axe	6	12”, Piercing (1), Can use a Shield/Tower Shield
	Pistol	9	12”, Piercing (2), Can use a Shield/Tower Shield
	Brace of Hand Crossbows	11	12”, Piercing (1), +1 Att
	Brace of Pistols	14	12”, Piercing (2), +1 Att
	Repeating Crossbow	14	24”, Piercing (1), +1 Att, Reload!
	Light Catapult	38	36”, Large units only, Indirect, Blast (D3+2), Piercing (1), Vicious, Reload!
	Light Ballista	30	36”, Large units only, +1 Att, Blast (D3), Piercing (2), Reload!

Type	Name	Gp cost	Effect
Mount	*Horse/Wolf/Boar/ Stag	3	Cavalry, +3” Spd
Miscellaneous	*Shield	3	+1 De, Can only be used in the same battle with indicated Melee and Ranged Equipment
	Tower Shield	6	+1 De, Big Shield, Can only be used in the same battle with indicated Melee and Ranged Equipment
	Trap	3	One use only. Roll 1d6 for effect: **1:** The model with the Trap must take a Toughness test before the start of the game. **2-5:** The opposing player may select which of their models must take the Toughness test, as above. **6:** You may nominate one enemy model to take a Toughness test, as above. No enemy model can be affected by more than one Trap Equipment per Scenario.
	Poison	3	One use only. This model gains Piercing (2) and Crushing Strength (2) for this Scenario.
	Antivenom	1	One use only. Enemy models attacking this model ignore any Piercing or Crushing Strength bonuses they get from Poison Equipment for this Scenario.
	Lantern	9	Allied units may ignore a single -1 to-hit penalty with ranged attacks against enemies within 6” of this model. Does not stack with other Lanterns or Torches.
	Torch	3	One use only. Allied units may ignore a single -1 to-hit penalty with ranged attacks against enemies within 6” of this model. Does not stack with other Lanterns or Torches.
	Banner	9	+1 to your Flee checks. Limit 1 Banner per warband.
	Instrument	9	-1 to opponent Flee checks. Limit 1 Instrument per warband.

Type	Name	Gp cost	Effect
Miscellaneous	Holy Water/Tainted Blood	3	One use only. Against a model with the opposite alignment, this model must add +1 to its first damage roll or must prevent the first damage taken, whichever comes first. Cannot be used by Neutral warbands.
	Rations	10	Campaign games only. Your Warband Value counts as being 1 category smaller when selling Treasure. Limit 1 Rations per warband.
	Map	20	Campaign only. One use only, during Aftermath. When purchased, roll 1d6 for type: **1-2:** Vague: You may choose to reroll the next Scenario if you dislike what was rolled. **3-4:** Accurate: You may choose the next Scenario as if you had rolled a 4 or less and had the smaller of the two warbands. If both players have this, roll to see who gets to use theirs. **5-6:** Master: Add +1 die to your die pool during Exploration. Limit one additional die from a Master Map per warband.
	Lucky Charm	5	For each Scenario, ignore the first hit against this model on a 4+ roll.
	Ale Cask	3	One use only. Model gains -1/+3 Toughness, but -1 Mel, -1 Ra, and Shambling for this Scenario. Cannot be used by Shambling models.

The city is a beautiful sight, 'tis true indeed, but even from out this far we may yet be at risk. Monsters the likes of which have barely a mention in the annals of Elves and Dwarves and the Trident Realms crawl the streets.

A fortnight ago I saw one such beast, like an enormous insect all the shining colors of a rainbow at midday. It made me nearly weep in joy, such was its beauty, but those tears became bitter when the pincer claws grabbed poor Yusof. I thought the tiny claw might just scar him, give him a tale to tell around the night's campfire. Instead, the massive other claw did some eldritch magic that blew damned Yusof in half, and not cleanly either mind you.

Never forget, boy, that to them, you're little more than a bag of meat carrying a bit of pointy rock. Forget that, and your blood will stain the streets just as easily.

The Star-Struck City

In the height of their pride,

The cursed city known as Casa-Omicidi

Did seek to overthrow the gods themselves.

Their plot was betrayed, and their work undone

By deific wrath the world has yet to see again.

Smote by the power of the stars themselves,

In a single day and night of misfortune,

The blighted ruin of Perditus sank forevermore.

Campaigns and Aftermath

Campaigns

If your group wants to have a set endpoint to your Campaign, set a maximum number of games each warband can play against other warbands. After each warband has played that many games, whoever has the most unsold Starmetal in their warband wins!

However, the events of *The Star-Struck City* aren't merely restricted to battlefield prowess; indeed, much of the exploration of the city's secrets can shape the warband as surely as any skirmish, and treasure can be found as readily off the battlefield as on it.

Optional Rule: Contingents

If all players agree, you can use Contingents instead of your full Warband in a given game. This means that for a given Scenario, all players select units and Equipment from their warband up to a given Warband Value for that Scenario (such as 50 or 100 gp), rather than using the entire warband at once.

Injuries

After the battle, roll 1d66 (Roll 2d6, with one die counting as the '10s' and another as the '1s') for any Casualties, and consult the Injury list on page 77. Ignore any result that would reduce a stat below the allowed minimums.

Healing

Some units have the ability to recover from damage using extraordinary means. If your unit is listed has one of the Special Rules listed below, they may reroll their Injury result, or grant an Injury results reroll to another unit.

Apply the highest Injury

result. Any Injury results rerolls of greater than 56 are counted as “Just a Flesh Wound” results.

Extremely Inspiring: An allied unit without Shambling rolls may reroll their Injury result.

Iron Resolve: This unit may reroll their Injury result.

Lifeleech (n): If your warband won the last Scenario, this unit may reroll their Injury result.

Regeneration (n): This unit may reroll their Injury result. If ‘n’ is a 4+ or better, they may reroll their Injury result twice instead.

Heal (n): A number of allied units equal to ‘n’ may reroll their Injury result.

Surge (n): An allied unit with Shambling may reroll their Injury result.

Injury List

11-13: Dead as a post: The unit has been killed, and any Equipment or Artifacts they were carrying are lost.

14-21: Plain Unlucky: Roll twice on this table, rerolling further results of 21 or less.

22: Organ Damage: Unit gets -1 Def.

23: Broken Arm: Unit gets -1 Att.

24: Shattered Ribs: Unit gets -1/1 Toughness.

25: Twitchy: Unit is now Yellow-Bellied.

26: Gouged-out Eye: Unit gets -1 Ra.

31: Mangled Hand: Unit gets -1 Me.

32: Broken Leg: Unit gets -1 Spd.

33: Torn Muscle: Unit loses Vicious.

34: Nerve Damage: Unit loses Elite.

35: Power Drain: Unit gets -1 to dice rolled when casting Spells.

36: Captured: An enemy warband captures this unit. If you were fighting multiple enemy warbands, roll to see which one captured this unit. You get the unit back if you pay half the unit's total value in gp to the other warband.

If you do not, the enemy warband can either ransom the unit for the same cost to your nation (you lose the unit and they gain half the unit's value in gp), or they may add the unit to their own warband if the unit was not your warband Leader.

If they add the unit, the unit loses all Artifacts they had, and now purchases Equipment as per other units from their new warband. They retain all their Experience, Skills, and any old Equipment.

41: Deep Wound: The unit cannot fight in the next battle, but otherwise recovers and may fight as normal after that battle.

42: Dropped in the Confusion: The Unit must discard 1 Equipment or Artifact they had.

43-56: Just a Flesh Wound: The Unit recovers fully to fight in the next battle

61: Dark Binding: Roll 1d6:

On a 1-2, this unit cannot fight in the next battle, but otherwise recovers and may fight as normal after that battle.

On a 3+, this unit gains Lifeleech (1). If this Unit was the warband Leader, the warband immediately becomes Evil if it was not already. Note that this will prevent you from hiring Allies from your warband's army if your warband's *Kings of War* army was Good.

62: Vengeance: This Unit gains Elite and Vicious against that same enemy warband or source of damage that caused it to roll this result.

63: Jaded: If the unit was Yellow-Bellied, the unit loses Yellow-Bellied.

If the unit was not Yellow-bellied or Headstrong, the unit gains Headstrong.

If unit was already Headstrong and not Yellow-Bellied, the unit becomes Fearless.

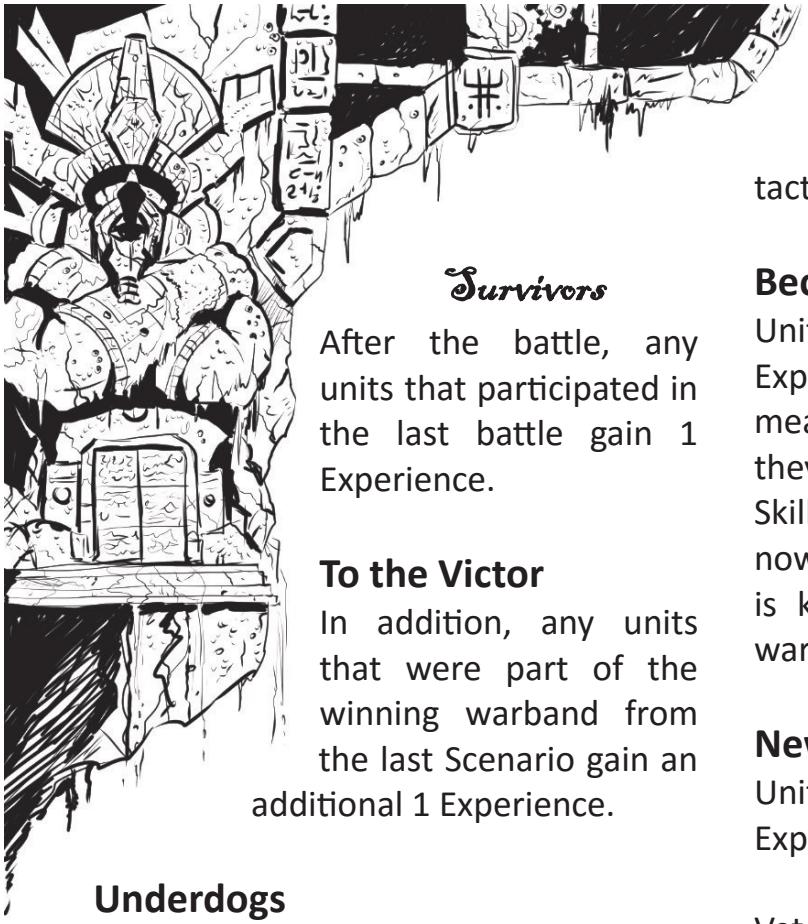
64: Extensive Scars: The unit gains Brutal.

65: Forced Conversion: Roll 1d6:

On a 1-2, unit cannot fight in the next battle, but otherwise recovers and may fight as normal after that battle.

On a 3+, this unit gains Heal (1). If this Unit was the warband Leader, the warband immediately becomes Good if it was not already. Note that this will prevent you from hiring Allies from your warband's army if your warband's army was Evil.

66: Learning Experience: The unit gains 1 Experience point and may fight in the next battle as normal.



Survivors

After the battle, any units that participated in the last battle gain 1 Experience.

To the Victor

In addition, any units that were part of the winning warband from the last Scenario gain an additional 1 Experience.

Underdogs

If you fought an enemy with at a Warband Value at least 25 gp greater than your Warband Value, all your units that participated in the last battle get an additional +1 Experience for every full 25 gp in Value their warband was larger by.

Do not use the Underdog bonus Experience if you are playing with Contingents rather than full warbands (see page 75).

Experience and Skills

As you play through multiple games, units will gain Experience and gain new tactics and abilities.

Becoming a Veteran

Units with at least 15 accumulated Experience gain the Veteran special rule. This means they are worth more Experience if they become Casualties and they gain new Skills more slowly, but in exchange they can now be the warband Leader if the old Leader is killed, and they can carry Artifacts the warband may discover.

New Skills

Units may pick a new Skill after every 3 Experience they gain.

Veterans instead may pick a new Skill after every 5 Experience they gain.

Unless otherwise noted, units can pick from any available Skill. Skills which can be selected multiple times are named as “Skill Expertise” and “Skill Mastery,” and replace the lower-level Skill of the same name. You cannot pick a Skill Expertise until you have that basic Skill, and you cannot pick the Skill Mastery until you have that Skill Expertise.

Searching the City

Once your warband has licked their wounds, exploration of the city can begin in earnest.

Searching for Starmetal
All players always count as having found 1 Starmetal piece, and this is in addition to any Starmetal found through rolls.

To begin your search, select up to five units that were not removed as casualties in the last battle your warband took part in. Each of these add 1d6 to the exploration pool. Add an additional 1d6 if your warband also won the last battle.

Roll the dice pool. You gain an additional piece of Starmetal for each score of 1-3. Add the results together and consult the Exploration Results table to see what your warband found among the ruins.

Exploration Results

1

You uncover a wizard's library. You may purchase any Magic Item Equipment without rolling for Availability.

2

You find a gold-plated statue worth 3d6 gp

3

You save the life of a foreign merchant. You may purchase any Equipment from any warband list without rolling for Availability.

4

Due to the reagents in an unlooted alchemist's shop, you ignore the first -1 from Warband Value for Starmetal value during this Aftermath.

5

You see a glint of a single gold coin in a puddle, and pick it up. Gain 1 gp.

6

You find an additional piece of Starmetal in the gullet of a fish.

7

You find a wrinkled coinpurse with 1d6 gp inside.

8

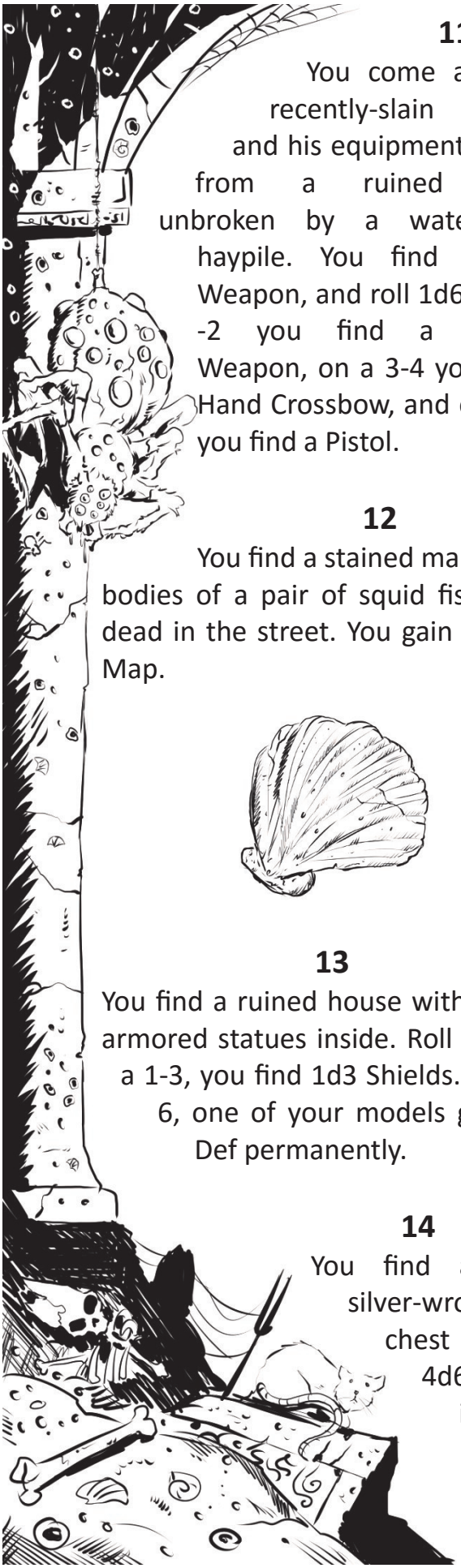
Inside a ruined guard tower you find some old usable watchmen equipment. Roll 1d6: on a 1-3, you find a Lantern. On a 4-6, you find 1d3 Torches.

9

You find a small waterlogged chest with 2d6 gp inside.

10

You find 1d3 extra pieces of Starmetal in an old barrel.



11

You come across a recently-slain human and his equipment, his fall from a ruined tower unbroken by a waterlogged haypile. You find a Dual Weapon, and roll 1d6: On a 1 -2 you find a Thrown Weapon, on a 3-4 you find a Hand Crossbow, and on a 5-6 you find a Pistol.

12

You find a stained map on the bodies of a pair of squid fishermen dead in the street. You gain a Vague Map.

13

You find a ruined house with several armored statues inside. Roll 1d6. On a 1-3, you find 1d3 Shields. On a 4-6, one of your models gains +1 Def permanently.

14

You find a huge silver-wrought chest with 4d6 gp inside.

15

You come across several mangled corpses with intact ranged weapons. Gain 1d3 Bows/ Light Crossbows, 1d3 Crossbows, and 1d3 Throwing Knives.

16

You receive a visitor from your home nation. You may purchase any War Engine, Hero, or Monster from your army list without rolling for Availability.

17

You gain 1d3 vials of Poison and 1d6 vials of Antivenom in a watertight chemist's chest.

18

You distill poison from a toxic fish, and manage to set up an ambush for part of an enemy warband. You gain a Trap.

19

You discover a tomb of some ancient general, with some musty but usable equipment inside. Roll 1d6: on 1-3, you find an Instrument. On a 4-6, you find a Banner.

20

You find an enchanted item in the stomach of a massive shark. You may gain any Magic Item Equipment for free, without rolling for Availability.

21

A detailed map of the sewer system is found etched in a nearby wall. You copy it down, and get an Accurate Map.

22

You find 1d6 extra pieces of Starmetal embedded in the walls of a large house.

23

You uncover some bodies of your kinsmen. You may gain any non-Artifact Equipment from your warband list for free without rolling Availability.

24

You ambush a lone enemy soldier. You may gain any non-Artifact Equipment from any warband list for free without rolling Availability.

25

You uncover the salvageable remains of a siege weapon from a wrecked ship. You may hire a War Engine from your Army list for ¼ the initial hire cost instead of ½ the cost. After-battle upkeep costs are unchanged.

26

You save a stranger from a monster from the depths. You may hire a Mercenary for ½ the normal cost. After-battle upkeep costs are unchanged.

27

You manage to win the goodwill of your liege. You may hire a Hero or Monster from your Army list for ¼ the cost instead of ½ the cost (After-battle upkeep costs are unchanged).

28

You find coral-coated skeletons holding a still -usable weapons. Gain 1d3 Heavy Weapons, 1d3 Dual Weapons, and 1d3 Spears.

29

You find a sealed tube with a roll of crisp parchment inside. You gain a Master Map.

30

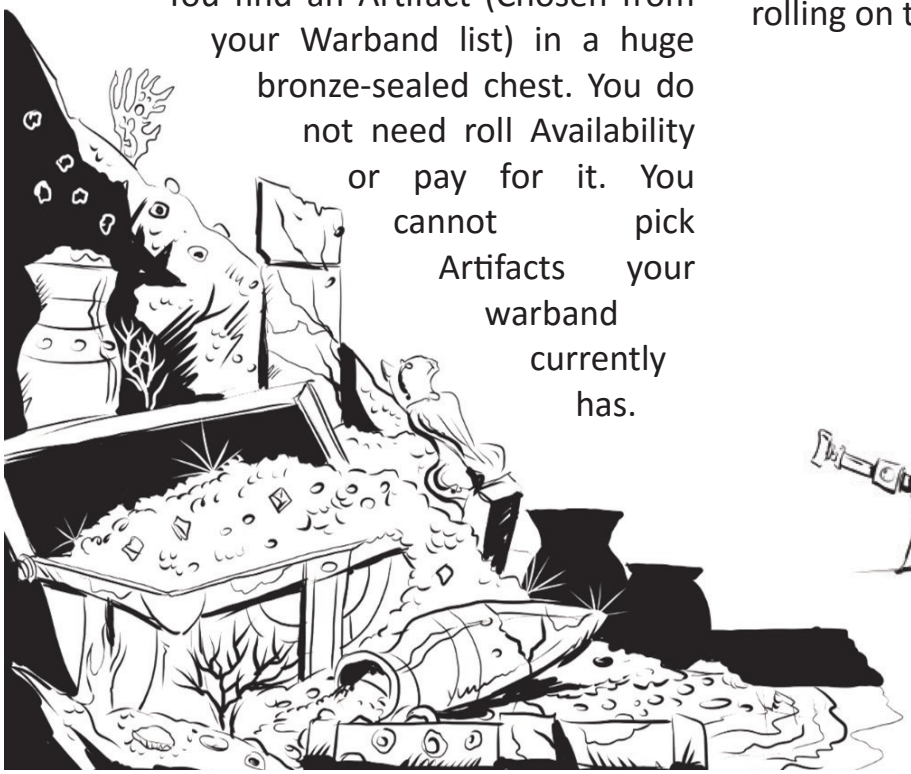
You find a mosaic with several small gemstones worth 1d6x10 gp in total.

31

You discover an abandoned war wagon, with a cache of firearms inside. You find 1d2 Rifles, 1d3 Pistols, 1d2 Thunderpipes, 1d2 Heavy Thunderpipes, and 1d2 Braces of Pistols.

32

You find an Artifact (Chosen from your Warband list) in a huge bronze-sealed chest. You do not need roll Availability or pay for it. You cannot pick Artifacts your warband currently has.



33

You find massive gemstone worth 2d6x10 gp.

34

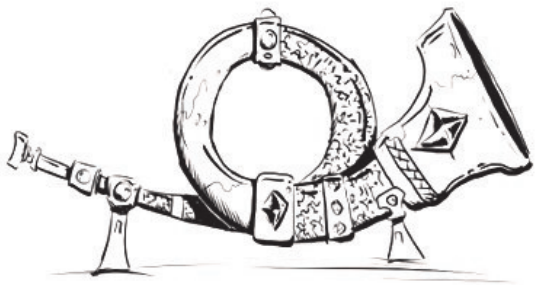
You secure a huge shard of the meteor, counting as 2d6 extra pieces of Starmetal.

35

Searching a small castle yields a pair of Artifacts (chosen from your warband list) in the shattered treasury. You do not need roll Availability or pay for them. You cannot pick Artifacts your warband currently has.

36+

You encounter the meteor that sank the island, but it is filled with all manner of monstrosities. You can elect for any warband members to venture inside, each taking 1d6 hits. If they survive the hits without becoming a Casualty, you get 2d3 Starmetal for that member. You may do this once per member of the warband, with Casualties rolling on the Injuries table.



		Warband Value					
		1-50	51-100	101-150	151-200	201-250	251+
Starmetal pieces	1	9	8	6	6	6	5
	2	12	11	10	9	8	7
	3	15	14	13	12	11	10
	4	18	16	14	13	12	11
	5	22	20	18	16	14	13
	6	24	22	20	18	16	14
	7	29	26	24	22	20	18
	8+	31	28	26	24	22	20

Upgrading the Warband

Warbands mature over time, as you find and utilize treasure, new items, and upgrade the capabilities of your forces. The primary source of income in *The Star-Struck City* is Starmetal, which warbands can sell back to their home nation, or utilize to provide a dangerous edge in battle.

Selling Equipment

Equipment can be sold for half the indicated gp price, rounded up. While it's not recommended, Artifacts can also be sold as well for their full value rather than half their value.

Selling Starmetal

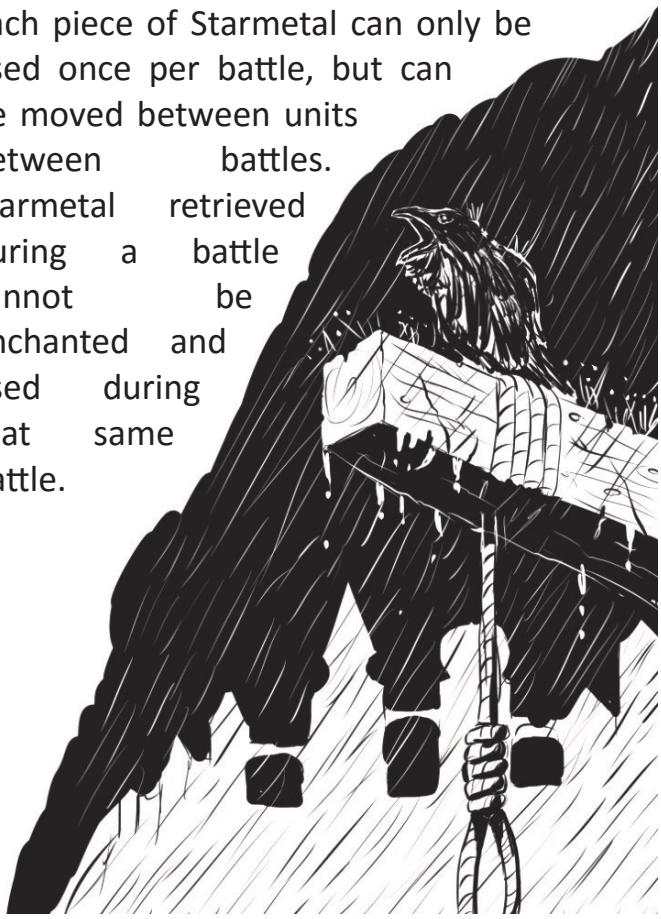
Starmetal value depends on how much you can sell at a time, and how many proverbial mouths you have to feed in your warband.

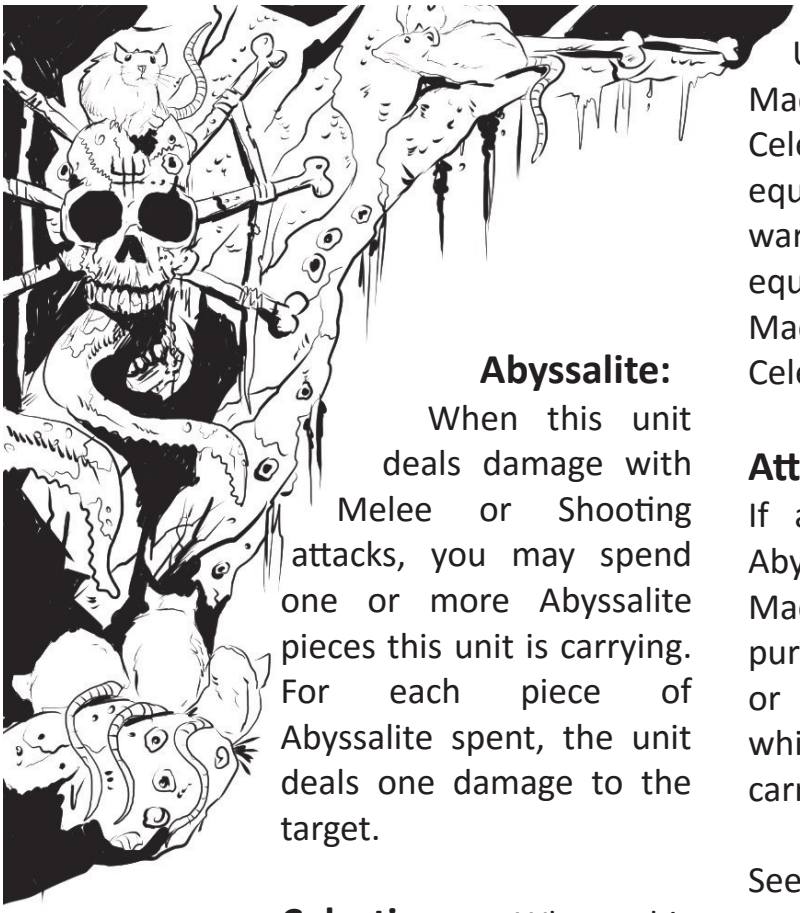
When selling Starmetal, compare the number of pieces you're selling with your Warband's Value to find the final gp your warband earns on the table above. You may sell any amount of Starmetal, or none at all, but can only sell Starmetal once per Aftermath.

Using Starmetal

Alternatively, Starmetal can be enchanted after the battle to bring out its powerful magical nature, which prevents that piece from ever being sold. Starmetal can be enchanted as either Abyssalite or Celestium, and any unit can carry up to 5 pieces of one or the other. A unit cannot carry both Abyssalite and Celestium into the same battle.

Each piece of Starmetal can only be used once per battle, but can be moved between units between battles. Starmetal retrieved during a battle cannot be enchanted and used during that same battle.





Abyssalite: When this unit deals damage with Melee or Shooting attacks, you may spend one or more Abyssalite pieces this unit is carrying. For each piece of Abyssalite spent, the unit deals one damage to the target.

Celestium: When this unit receives damage from Melee or Shooting attacks, you may spend one or more Celestium pieces this unit is carrying. For each piece of Celestium spent, the unit deals one damage to the target.

Madness Check

If a unit is equipped with any Starmetal, at the start of the game they must make a Madness Check. Roll 1d6, attempting to roll over the number of Starmetal pieces they are equipped with. A 1 is always a failure, and a 6 is always a success.

If successful, the unit may act normally, but if failed they start the game Stunned (including Fearless and Headstrong units), and remain Stunned a number of turns equal to the number of Starmetal they were equipped with.

Units from Good warbands get +1 for Madness Checks when equipped with Celestium, and -1 for Madness Checks when equipped with Abyssalite. Units from Evil warbands get +1 for Madness Checks when equipped with Abyssalite, and -1 for Madness Checks when equipped with Celestium.

Attunement

If a unit is equipped with 5 pieces of Abyssalite or Celestium and passes a Madness Check, they gain the option to purchase the skill “Abyssalite Attunement” or “Celestium Attunement,” depending on whichever type of Starmetal they were carrying at the time.

See the Skill list on page 66 for the available Attunement skills.

Purchasing New Units

New units can be purchased for your warband at the indicated gp cost. You do not need to roll for Availability for units from your own warband's list.

Experienced New Recruits

If you wish to purchase a unit with Experience, you must first roll for Availability, counting it as if they were a Mercenary unit from your own Alignment.

If successful, you may hire a unit with some previous Experience: Roll any number of D3 to determine how much Experience they begin with. Each Experience point adds an additional 3 gp to their initial hiring price. If you do not purchase this unit, you cannot purchase any more Experienced units during this Aftermath.

Selling and Disbanding Units

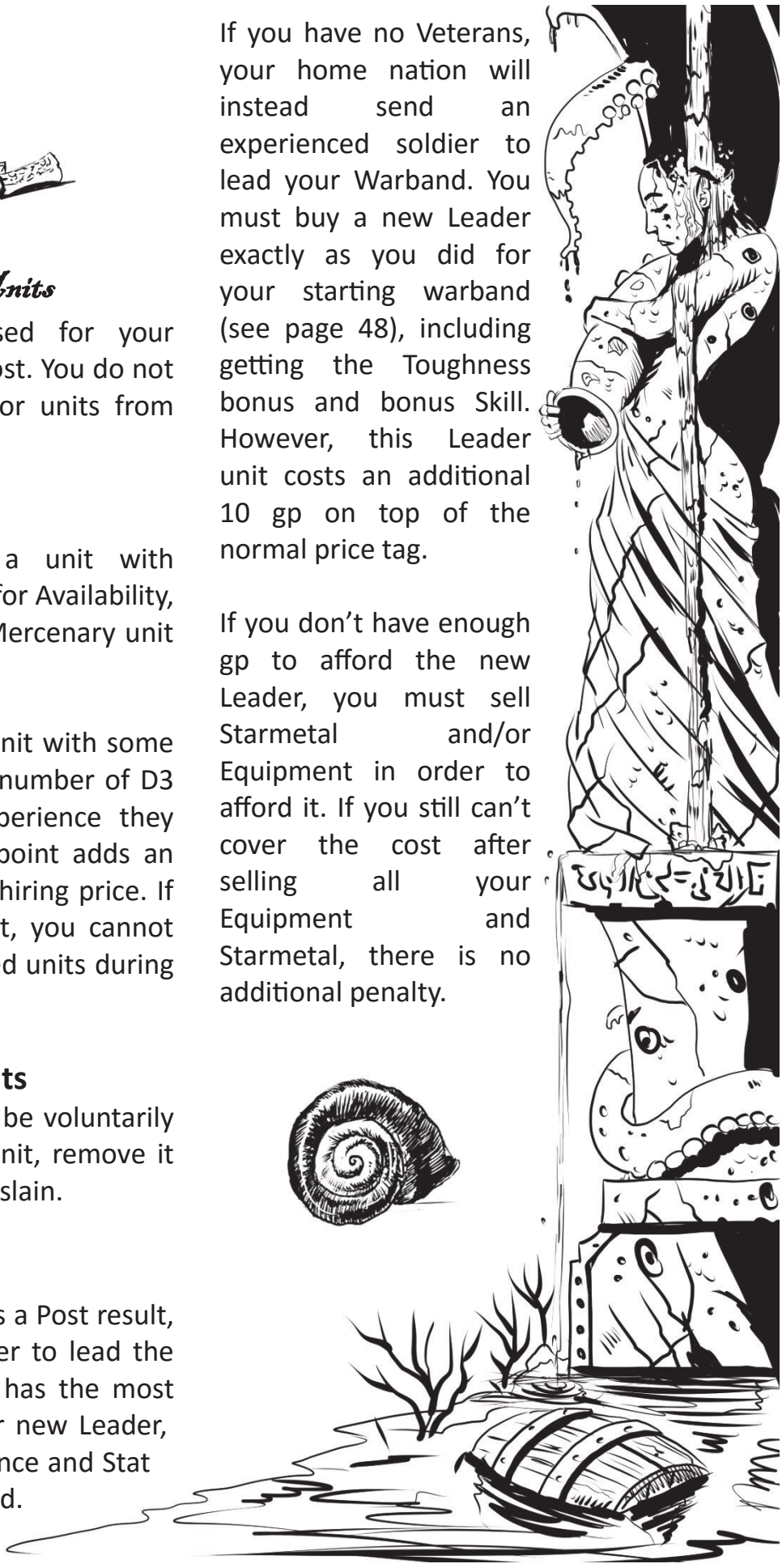
Units cannot be sold, but can be voluntarily disbanded. If you disband a unit, remove it from your warband as if it was slain.

Slain Leader

If your Leader gets the Dead as a Post result, you need to find a new soldier to lead the warband! Whichever Veteran has the most Experience must become your new Leader, but they don't get the Experience and Stat bonuses your starting leader did.

If you have no Veterans, your home nation will instead send an experienced soldier to lead your Warband. You must buy a new Leader exactly as you did for your starting warband (see page 48), including getting the Toughness bonus and bonus Skill. However, this Leader unit costs an additional 10 gp on top of the normal price tag.

If you don't have enough gp to afford the new Leader, you must sell Starmetal and/or Equipment in order to afford it. If you still can't cover the cost after selling all your Equipment and Starmetal, there is no additional penalty.



Scenarios

Determining the Scenario

Roll 3d6 on the following table to pick what Scenario to play:

3-5: Player with the lower Warband value picks the Scenario

6: Scenario 1: Landfall

7: Scenario 2: Smash and Grab

8: Scenario 3: Deadly Alley

9: Scenario 4: Loot Cache

10-11: Scenario 5: Finders Keepers

12: Scenario 6: Bloodbath

13: Scenario 7: Stronghold

14: Scenario 8: No Man's Land

15: Scenario 9: Assassination

16-18: Scenario 10: They Come

Treasure

Starmetal

For the purpose of campaign games in *The Star-Struck City*, all recovered Treasures in a given game are considered to be Starmetal pieces. However, later expansions may use different rewards instead, so for these Scenario rules we don't specify exactly what Treasure the warbands are recovering.

In addition, you don't have to use a literal representation of the Treasure in question. Perhaps instead of shards of starmetal, warbands in your games are searching for ancient scrolls and books of knowledge with the ability to enact great curses or blessings, or magically-infused tokens of whalebone and coral that carry the power of the storms and waves within them.

Mechanically, these could still be sold like starmetal and provide the same benefits when used like Abyssalite or Celestium, but allow your group to fit the narrative of your own adventures in The Star-Struck City to your liking.

Treasure Tokens

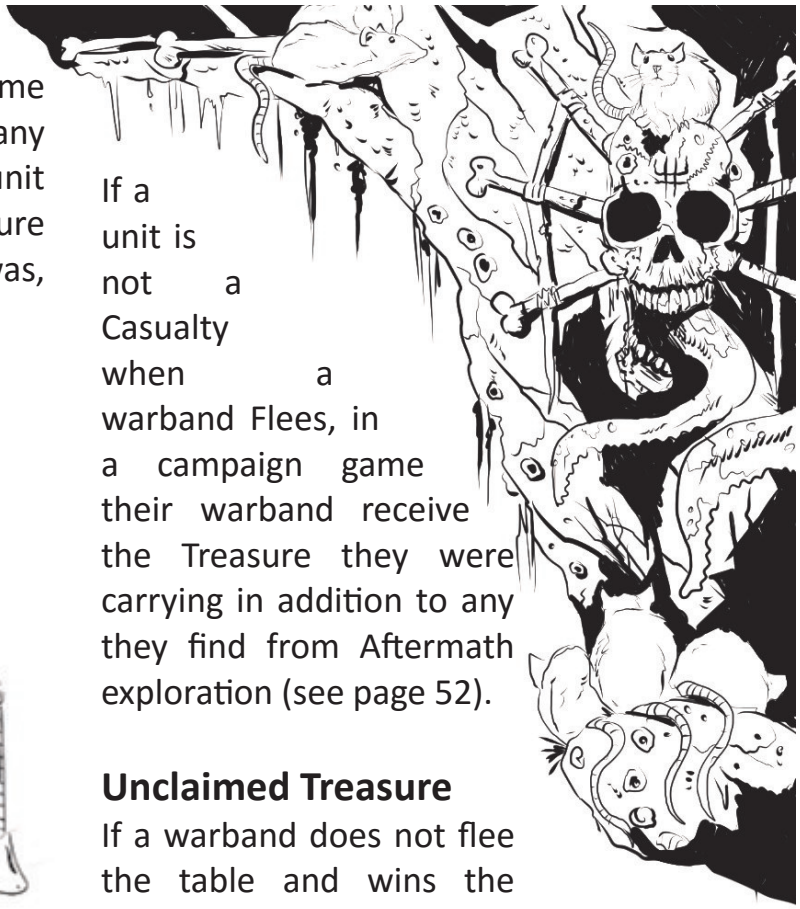
We advise using 25mm bases to mark a given Treasure. Treasure tokens never block movement, LOS, or attacks in any way.

Placing Treasure

When a Scenario has players place Treasure, players alternate placing them. No Treasure can be placed within 3" of another Treasure or Objective, and must be at least 12" away from any units.

Collecting Treasure

Any unit that touches a Treasure at any time immediately picks it up. Units can carry any number of Treasure at a time. If this unit becomes a Casualty, place all the Treasure tokens it was carrying where the unit was, avoiding overlapping the tokens.



If a unit is not a Casualty when a warband Flees, in a campaign game their warband receive the Treasure they were carrying in addition to any they find from Aftermath exploration (see page 52).

Unclaimed Treasure

If a warband does not flee the table and wins the Scenario, they get all the Treasure their units are carrying as well as any unclaimed Treasure on the table.

Scenario List

Scenario 1: Landfall

Terrain Setup

Approximately ½ of the board should be counted as water, with a single boat or ship of some kind in the center, either touching the non-water part of the board (the docks) or attached with a of pier no more than 6" long attached to as close to the center of the board as you can. If you are playing in a 3+ player game, instead make ¼ of the board count as water with the ship in the middle of that with the 6" pier attached to as close to the center of the board as you can.

The water counts as Blocking terrain. Any units Falling into the water for any reason are dragged into the depths by some monstrous tentacles (count them as a Casualty).

Setup

The player with the lowest full warband value begins with their entire warband on the ship. For multiple equal values, roll off to find the lowest value. All the other players set up within 6" of a dock table edge. If playing with more than 4 players, divide each table edge in half, and players pick a table edge half instead to deploy within 6" of.

Objective

If the player who started on the boat manages to get at least one unit from their warband to a table edge, the game ends and they win the Scenario. Otherwise, the last warband to fail their Flee checks wins the Scenario.

Scenario 2: Smash and Grab

Terrain Setup

Set up terrain as described under 3) for "Playing a Game" (See page 30).

Setup

The player with the greatest full warband value (roll off if both are equal) sets up anywhere within 6" from the center of the board. The remaining players deploy within 6" of a table edge. If playing with more than 4 players, divide each table edge in half, and players pick a table edge half instead to deploy within 6" of.

Place D3+4 Treasure at the center of the map. The central player cannot pick up these.

Objective

The winner the last warband to fail their Flee checks, with the central player receiving an additional 1d3 Treasure if at last half of the Treasure are unclaimed when the game is over.

By Matt Gilbert

Scenario 3: Deadly Alley

Terrain Setup

Make a single winding street at least 6' long and 3" wide from one board edge to the opposite one, bordered on both sides by ruined buildings or large of area terrain at least 4-6" deep from the street.

Any area of the table outside of the terrain touching the central street is considered Blocking Terrain. It may help to keep this area free of terrain to remember that it's unusable. Remember that units with Fly can cross over but cannot end their move in Blocking Terrain.

If you have more than 2 players, add an additional 3' long, 3" wide street for each additional player leading from another board edge, and have the streets meet at one or more crossroads approximately in the middle of the board.

Setup

All players roll off for a table edge, then the winner setting up within 6" of their choice of edge and the loser setting up within 6" of the opposite edge, and remaining players deploying within 6" of another table edge. All players must set up within 6" of the board edge on the street or in a building. If playing with more than 4 players, divide each table edge in half, and players pick a table edge half instead to deploy within 6" of.

Objective

The first player to get a unit to the enemy board edge wins. Otherwise, the last warband to fail their Flee checks wins the Scenario.

Scenario 4: Loot Cache

Terrain Setup

Set up terrain as described under 3) for "Playing a Game" (See page 30).

Setup

Place 2D3+4 Treasure. All players roll off for a table edge, then the winner setting up within 6" of their choice of edge and the loser setting up within 6" of the opposite edge, and remaining players deploying within 6" of another table edge. If playing with more than 4 players, divide each table edge in half, and players pick a table edge half instead to deploy within 6" of.

Objective

The last warband to fail their Flee checks wins the Scenario.

Scenario 5: Finders Keepers

Terrain Setup

Set up terrain as described under 3) for "Playing a Game" (See page 30).

Setup

Place D3+2 Treasure. All players roll off for a table edge, then the winner setting up within 6" of their choice of edge and the loser setting up within 6" of the opposite edge, and remaining players deploying within 6" of another table edge. If playing with more than 4 players, divide each table edge in half, and players pick a table edge half instead to deploy within 6" of.

Objective

The last warband to fail their Flee checks wins the Scenario.

Scenario 6: Bloodbath

Terrain Setup

Set up terrain as described under 3) for "Playing a Game" (See page 30).

Setup

All players roll off for a table edge, then the winner setting up within 6" of their choice of edge and the loser setting up within 6" of the opposite edge, and remaining players deploying within 6" of another table edge. If playing with more than 4 players, divide each table edge in half, and players pick a table edge half instead to deploy within 6" of.

Objective

The last warband to fail their Flee checks wins the Scenario.

Scenario 7: Stronghold

Terrain Setup

Terrain setup is as per a normal game, but with a large of notable terrain like an inn or small fort in the center of the table.

Setup

All players roll off for a table edge, then the winner setting up within 6" of their choice of edge and the loser setting up within 6" of the opposite edge, and remaining players deploying within 6" of another table edge. If playing with more than 4 players, divide each table edge in half, and players pick a table edge half instead to deploy within 6" of.

Special Rules

After both players have had a turn, the central building causes 1d3 hits on every unit within 12" as the people inside fire out at the attackers! In addition, after this round of attacks, any unit within 3" of the building gains a single of Treasure.

Objective

The last warband to fail their Flee checks wins the Scenario.

Scenario 8: No Mans Land

Terrain Setup

Setup is as per a normal game, but with two rivers creating a minimum 6" wide strip of land between the rivers, and each river with a single crossing point like a ford or bridge. In the case of more than two players, each player should be separated from the others by a river, with a single bridge to the central island.

The water counts as Blocking Terrain. Any units Falling into the water for any reason are dragged into the depths by some monstrous tentacles (count them as a Casualty).

Setup

All players roll off for a table edge, then the winner setting up within 6" of their choice of edge and the loser setting up within 6" of the opposite edge, and remaining players deploying within 6" of another table edge. If playing with more than 4 players, divide each table edge in half, and players pick a table edge half instead to deploy within 6" of.

Special Rules

Each unit you control on an enemy starting area (but not on their bridge) grants a single of Treasure after each player has had a turn.

Objective

The last warband to fail their Flee checks wins the Scenario.

Scenario 9: Assassination

Terrain Setup

Set up terrain as described under 3) for "Playing a Game" (See page 30).

Setup

All players roll off for a table edge, then the winner setting up within 6" of their choice of edge and the loser setting up within 6" of the opposite edge, and remaining players deploying within 6" of another table edge. If playing with more than 4 players, divide each table edge in half, and players pick a table edge half instead to deploy within 6" of.

If a player does not have a Leader unit, they must nominate one unit with the highest Experience in their warband as their Acting Leader before deploying. Acting Leaders do not count as Leaders for the purpose of any rules other than this Scenario's Objective.

Objective

If your warband has the last Leader or Acting Leader on the table who is not a Casualty, you win and gain 1d6 Treasure. Otherwise, the last warband to fail their Flee checks wins the Scenario.

By Nick Williams

Scenario 10: They Come

Terrain Setup

Set up terrain as described under 3) for "Playing a Game" (See page 30).

Setup

All players roll off for a table edge, then the winner setting up within 6" of their choice of edge and the loser setting up within 6" of the opposite edge, and remaining players deploying within 6" of another table edge. If playing with more than 4 players, divide each table edge in half, and players pick a table edge half instead to deploy within 6" of.

Special Rules

After all players' turns, the Deeplings emerge. Roll a number of 1d3 equal to the current turn number (so if this is turn 4, place 4 Deeplings), and consult the table below to find where to place each new Deepling (each Deepling has the stat profile listed below):

Roll	Placement
1	In center of table quarter with the most Units in it
2	In the center of the table
3	In center of table quarter with the fewest Units in it

After placing Deepling, the Deeplings will Charge any unit apart from other Deeplings within their Charge range, always charging the closest unit. Otherwise, the Deepling moves At the Double towards the closest unit other than another Deepling.

Players gain Experience for causing Casualties on Deeplings. At any point after the Deeplings begin to emerge, the a player may choose to leave the board and Flee at the start of their turn, even if they still have more than 50% of their warband remaining.

Objective

The game is over when all players have failed a Flee check. The winner is whichever warband kills the most Deeplings.

By Matt Gilbert

By Andre Kritzinger

By Claudia Zuminich

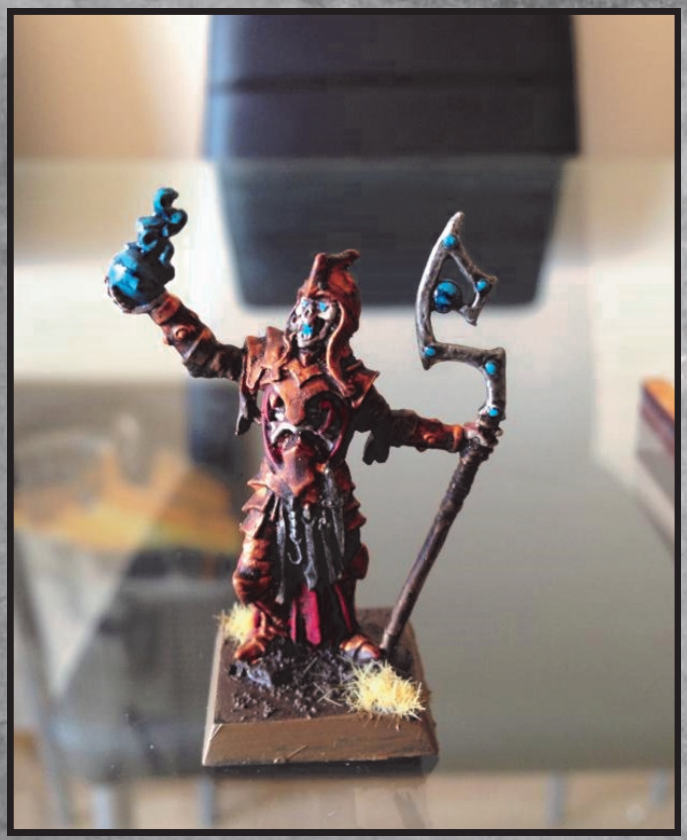
By Andy Beckett

By Cedric Boudoya

By Gerard McLaughlin

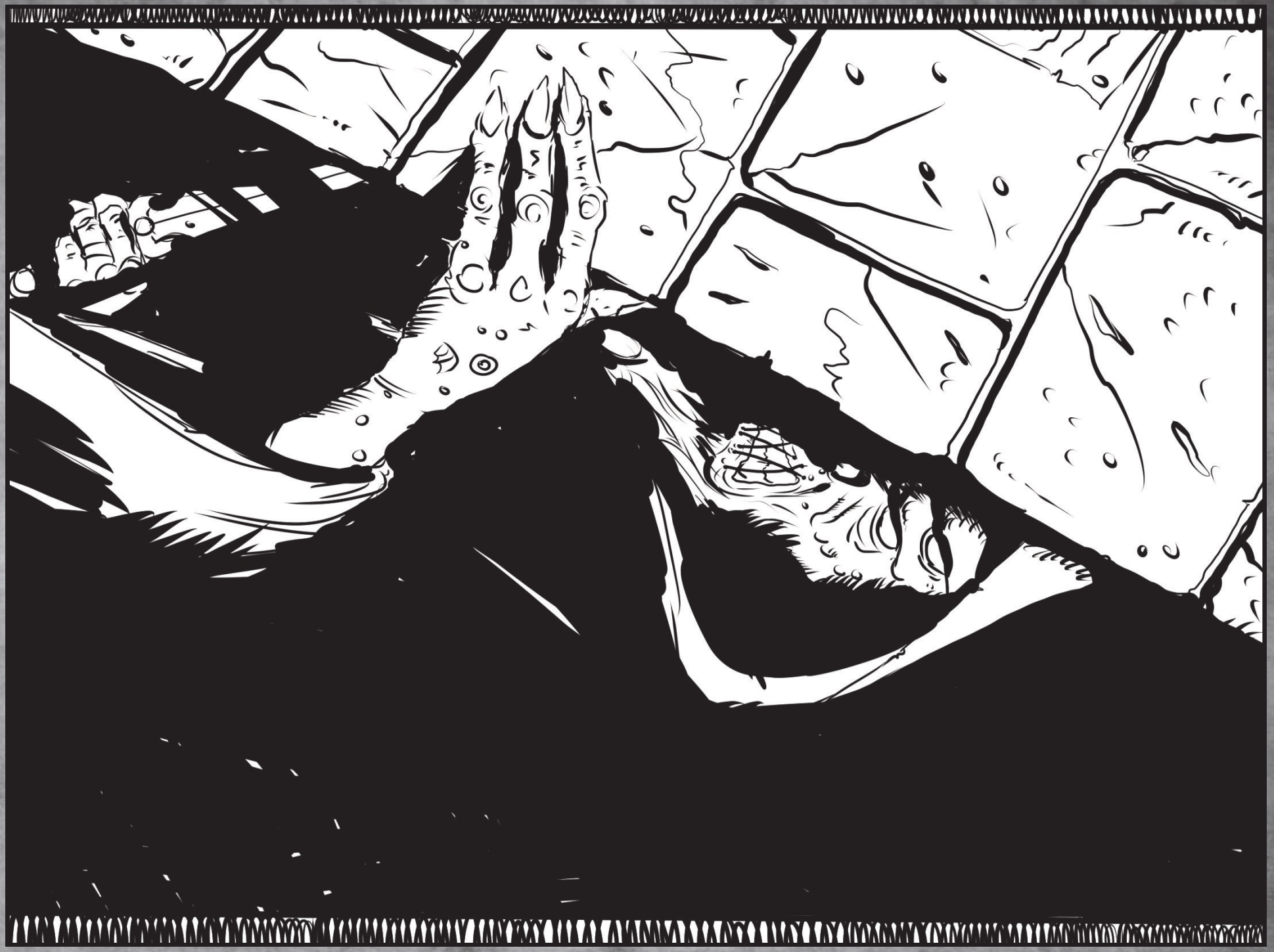
By Matt Gilbert

By "Dusty"



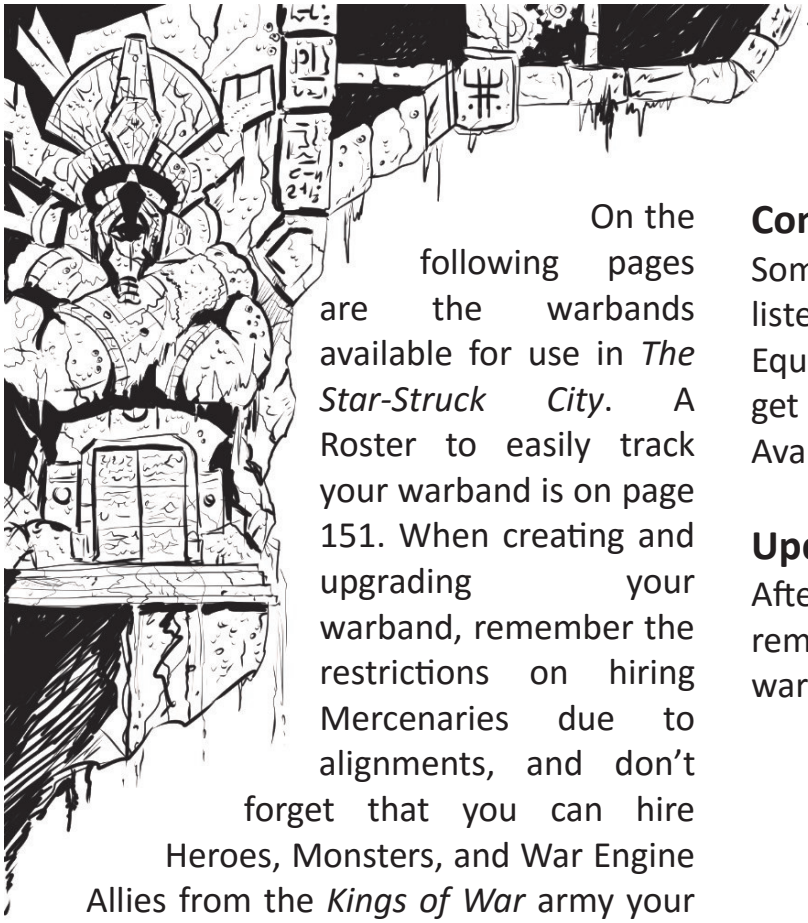
By Jim Kew

By Nick Williams



The Warbands

Never forget that to the right man or monster,
your life is worth but a score of gold coins;
Less, if you know where to look.
I say this to tell you again that while those vile
creatures and mockeries that would stand against
you fight for mere gold and earthly things,
you loyal soldiers have been blessed to live and die
for the glory of Basilea, and be reborn again.



On the following pages are the warbands available for use in *The Star-Struck City*. A Roster to easily track your warband is on page 151. When creating and upgrading your warband, remember the restrictions on hiring Mercenaries due to alignments, and don't forget that you can hire Heroes, Monsters, and War Engine Allies from the *Kings of War* army your warband is drawn from.

The cost of equipment in gp is given in parentheses after the name. Remember, you cannot purchase Artifacts.

Common Equipment

Some warbands have Common Equipment listed. These are items from the General Equipment list that the warband can easily get ahold of, and as such do not require an Availability roll in order to purchase.

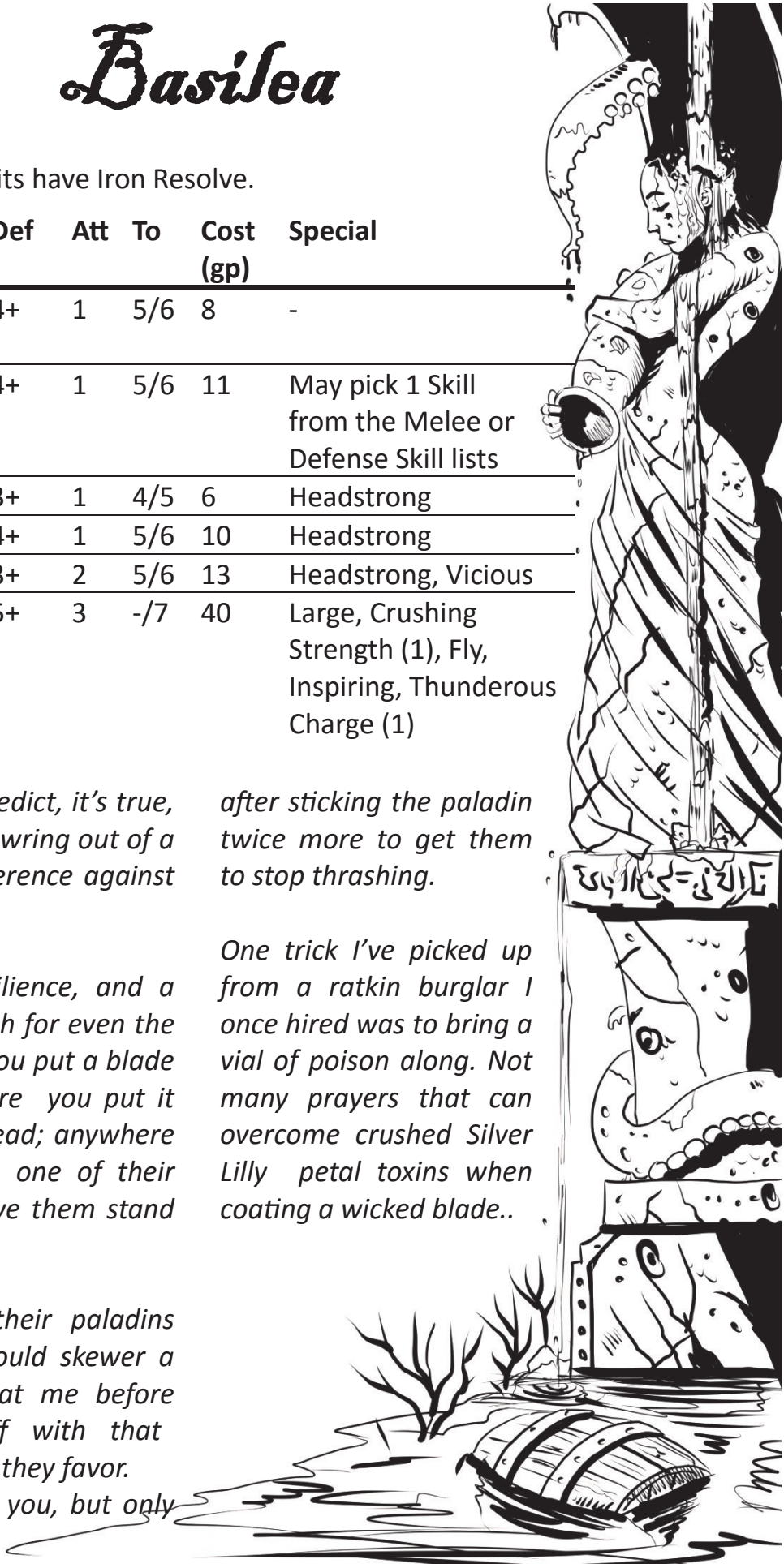
Updating your Warband

After making all purchases, always remember to update the total value of your warband before your next game.

Basilea

Alignment: Good
Warband Special Rules: All Units have Iron Resolve.

Unit	Spd	Me	Ra	Def	Att	To	Cost (gp)	Special
Men-at-Arms	5	4+	5+	4+	1	5/6	8	-
Warrior Priest	5	4+	5+	4+	1	5/6	11	May pick 1 Skill from the Melee or Defense Skill lists
Penitent	5	5+	-	3+	1	4/5	6	Headstrong
Paladin	5	3+	-	4+	1	5/6	10	Headstrong
Sisterhood	5	4+	-	3+	2	5/6	13	Headstrong, Vicious
Elohi	10	3+	-	5+	3	-/7	40	Large, Crushing Strength (1), Fly, Inspiring, Thunderous Charge (1)



Those Basileans are easy to predict, it's true, but all the predictions you can wring out of a seer won't make a lick of difference against their steel.

Add into that their holy resilience, and a Basilean soldier can be a match for even the largest foe in the long run. If you put a blade to one of their zealots, be sure you put it through their heart or their head; anywhere else, and you might just see one of their prayers get answered and have them stand back up again.

I myself have run one of their paladins through as cleanly as you would skewer a boar, and she just laughed at me before almost taking my head off with that damned double-handed sword they favor.
I did end up the victor, mind you, but only after sticking the paladin twice more to get them to stop thrashing.

One trick I've picked up from a ratkin burglar I once hired was to bring a vial of poison along. Not many prayers that can overcome crushed Silver Lilly petal toxins when coating a wicked blade..

Common Equipment

Lances

Miscellaneous Equipment

Inspiring Sermons (5)
Unit gains +1/1 Toughness

Heavenly Touch (15)
Unit gains Fly.

Violent Purity (10)
Unit gains Headstrong and Vicious

Mounts

Barded Horse (6)
Unit gains Cavalry, +3" Spd, and +1 Def

Holy Steed (9)
Unit gains Cavalry, +3" Spd, Thunderous Charge (2)

Riding Cat (9)
Unit gains Cavalry, +5" Spd, Thunderous Charge (1), and Nimble

Cat Chariot (35)
Unit gains Cavalry, Large, +4" Spd, +1 Def, +4 Att, and Thunderous Charge (2)

Artifacts

Hammer of the First (30)
Unit gains +1 Att, +1 Me, Fearless, and Crushing Strength (2)

Templar's Robes (25)
Unit gains Headstrong, +1/1 Toughness, and Fly.

Archangel Avatar (50)
Unit gains Fly, Very Inspiring, +2/2 Toughness, +1 Def, Elite, and Fearless

Iron Scepter (45)
Unit gains Crushing Strength (3), Very Inspiring, +1 Me, +1 Att, and Headstrong

Mirrored Greatshield (30)
Unit gains +2 Def, +1/1 Toughness, Regenerate (5+), Fearless, and Breath Weapon (2)

Dwarves

Alignment: Good
Warband Special Rules: All Units are Headstrong.

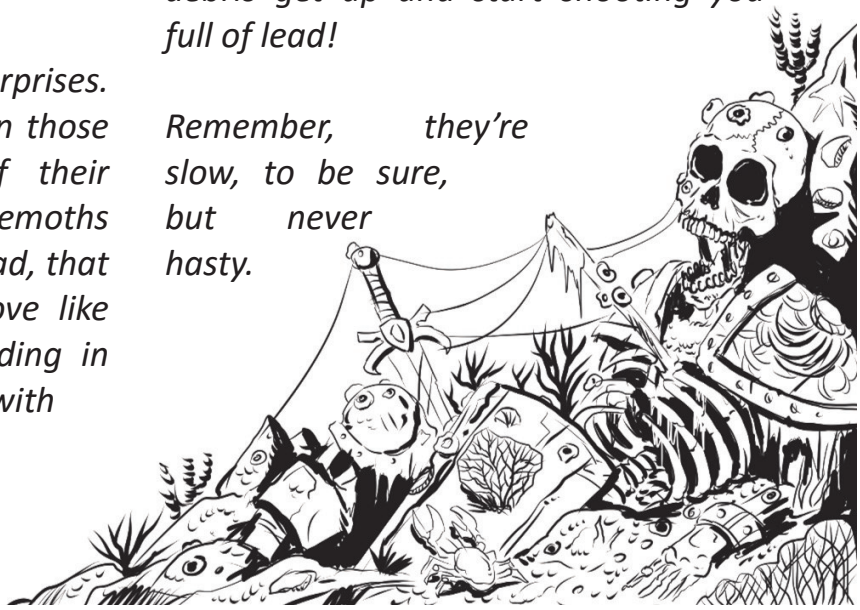
Unit	Spd	Me	Ra	Def	Att	To	Cost (gp)	Special
Ironclad	4	4+	5+	4+	1	5/6	7	-
Oathkeeper	4	4+	5+	4+	1	5/6	10	Has 1 Skill chosen from the Shooting or Melee Skill lists.
Ironguard	4	3+	5+	5+	1	5/6	9	-
Ranger	5	4+	4+	4+	1	5/6	18	Crushing Strength (1), Pathfinder, Vanguard
Sharpshooter	4	5+	4+	4+	1	4/5	6	Base Size: 25x50mm
Berserker	5	4+	-	3+	2	-/8	10	-
Earth Elemental	5	4+	-	6+	3	-/7	30	Large, Beast, Crushing Strength (1), Pathfinder, Shambling
Dwarven Throwing Mastiff	6	4+	-	4+	3	2/3	11	Beast, Elite vs enemies with Shambling

A loyal Dwarf at your side can win you many a fight, and no mistake. You go and sock a regular 'uman in the jaw, and they'll be seeing comets and be useless until they clear their head in a fight. But a Dwarf? A Dwarf will just laugh the blow off, and hit them back twice as hard.

Trust me, those shorties are full of surprises. I've yet to see a finer rifle made than those the Dwarves craft, and some of their warbands even have their steel behemoths trundling the street. Let me tell you, lad, that you've never had motivation to move like having the house you were just hiding in levelled by a cannon ball, or a Dwarf with hair the color of an angry sunset screaming at you with a pair of axes!

Another obstacle to keep an eye out for is that not all Dwarves you need to worry about can be seen; they've got much longer lifespans than you or I, and as a result they've got patience in spades. Last thing you want is having the scrub brush and debris get up and start shooting you full of lead!

Remember, they're slow, to be sure, but never hasty.



Common Equipment

Rifles, Long Rifles

Miscellaneous Equipment

Fire Whiskey (15)
Unit gains Breath Weapon (2) and +1 Att

Masterwork Firearm (5)
Unit gains +1 Ra

Ring of Courage (10)
Unit gains +1/1 Toughness and Fearless

Mounts

Brock (20)
Unit gains Cavalry, +3 Sp, +1 Att, +1 Def, +1/1 Toughness, Vicious, and Thunderous Charge (1)

Artifacts

Tankard of Power (30)
Unit gains Heal (4), +1/1 Toughness, and +1 Att

Warp Hammer and Shield of Miph (25)
Unit gains Crushing Strength (3), Regeneration (6+), and Inspiring

By "Dusty"

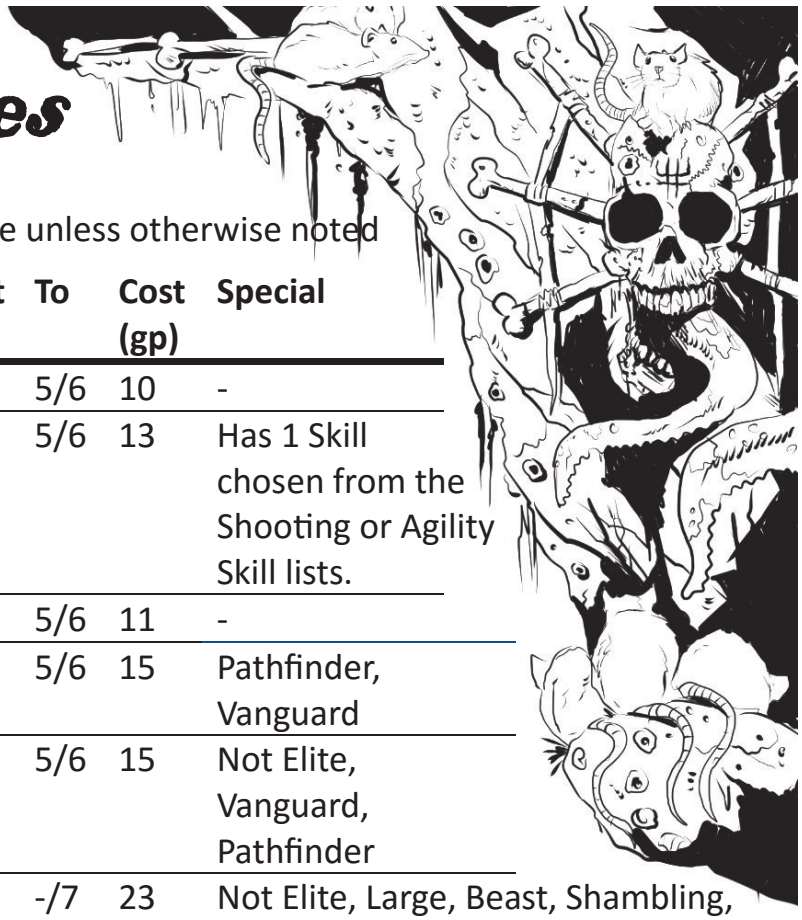
The Tome of Betrayals (50)
Unit gains Very Inspiring and Allies within 6" gain Elite and Vicious.

Skewerer (25)
Unit gains a ranged attack with the following profile: 24", Piercing (3), and Reload!

Buggy's Brew (35)
Unit gains Crushing Strength (2), +1/1 Toughness, and +2 Att

By Peter Grose

Elves



Alignment: Good
Warband Special Rules: All Units have Elite unless otherwise noted

Unit	Spd	Me	Ra	Def	Att	To	Cost (gp)	Special
Kindred	6	4+	4+	4+	1	5/6	10	-
Ranger	6	4+	4+	4+	1	5/6	13	Has 1 Skill chosen from the Shooting or Agility Skill lists.
Palace Guard	6	3+	4+	4+	1	5/6	11	-
Gladestalker	6	4+	4+	3+	1	5/6	15	Pathfinder, Vanguard
Hunter of the Wild	6	4+	-	4+	2	5/6	15	Not Elite, Vanguard, Pathfinder
Forest Shambler	6	4+	-	5+	3	-/7	23	Not Elite, Large, Beast, Shambling, Pathfinder, Vanguard, Crushing Strength (1)
Sabre-Toothed Pussycat	6	4+	-	4+	3	3/4	14	Beast, Crushing Strength (1)

Knife-ears? Some of the deadliest creatures in Perditus; at least, deadliest amongst those that don't look like a nightmare with tentacles. You can grow old, grey, and be gumming on a soup ladle before one of them would miss with a shot. If an Elf can see you, that's usually as good as a deathwish, and if they haven't killed you yet, it's because they're just toying with you before they do.

You might notice that sometimes they have seemingly their own grove of trees nearby, with hoary branches protecting them. Beware of those, for on multiple occasions I've seen fighters go to lean on one for a clean shot, only to have the tree itself take offense, and batter the man to matchsticks.

Truth be told, there is no 'good' way to fight an Elf. The best method I've found is to simply charge at them with all of your mates at once and overwhelm them, and hope you're not the unlucky blighter who gets a silvered blade through their gullet.

Common Equipment

Longbows

Miscellaneous Equipment

Mithril Blade (5)
Unit gains +1 Me

Staff of Life (20)
Unit gains Heal (4)

Storm Wand (10)
Unit gains Lightning Bolt (1)

Mounts

Stormwind Steed (12)
Unit gains Cavalry, +3" Sp, Thunderous Charge (2), and +1 Def

Silverbreeze Steed (6)
Unit gains Cavalry, +4" Sp, and Nimble

Drakon (31)
Unit gains Cavalry, Large, Fly, +4" Spd, Crushing Strength (1), +1 Def, Thunderous Charge (1), and +2 Att

War Chariot (17)
Unit gains Base Size: 50x100mm, Cavalry, Large, +2" Spd, +1 Att, and Thunderous Charge (2)

By Matt Gilbert

Artifacts

Staff of Silket (50)
Unit gains Lightning Bolt (1), Fireball (6), Fly, and Heal (2).

Ring of the Elf-Lords (25):
Unit gains Advanced Deployment, Stealthy, Vanguard, +1 Def, and +1/1 Toughness

Bow of the Lady (30)
Unit gains Piercing (2), +1 Att, +1 Ra, and Vicious

Diadem of Foresight (30)
Unit gains +2 Def, Very Inspiring, and +2/2 Toughness

Drakon Extract (25)
Unit gains Vicious, +1 Me, +1 Def, and +1 Att

Kingdoms of Men

Alignment: Neutral

Warband Special Rules: Units with Inspiring instead are Very Inspiring.

Unit	Spd	Me	Ra	Def	Att	To	Cost (gp)	Special
Soldier	5	4+	5+	3+	1	5/6	7	-
Wanderer	5	4+	5+	3+	1	5/6	10	Has 1 Skill chosen from the Protection or Magic Skill lists.
Foot Guard	5	3+	5+	4+	1	5/6	9	-
Militia	5	5+	6+	3+	1	4/5	4	-
Berserker	5	3+	-	3+	1	-/6	7	-
Penitent	5	5+	6+	3+	1	4/5	7	Headstrong
Knight	5	3+	-	5+	2	5/6	13	Headstrong

The same bloody-minded and greedy lot you get across the face of Mantica. Comes in flavors of obedient followers, magnificent leaders, murderous thieves, and enviable architects. At this point, just about only the Goblins and Ratkin rival us for sheer numbers. There are nearly as many human kingdoms as there are humans to fill them, and each has their own idea of how best to rule their corner of the world and can be far more dangerous than the last. Maybe one day you'll be a king or queen yourself...

Common Equipment

Pikes, Heavy Pikes, Rifles, Pistols, Braces of Pistols, Light Ballistae

Miscellaneous Equipment

Unstable Powder (5)
Unit gains Piercing (2), but must use the Yellow-Bellied rules whenever making a Shooting action.

Health Potions (10)
Unit gains Heal (2)

Dragontooth Blade (15)
Unit gains Crushing Strength (2) and Vicious

Mounts

Pegasus (12)
Unit gains Cavalry, Large, Fly, and +5" Spd.

Light Steed (9)
Unit gains Cavalry, +4" Sp, Nimble, and Thunderous Charge (1)

Heavy Charger (9)
Unit gains Cavalry, +3" Spd, and Thunderous Charge (2)

Chariot (24)
Unit gains Base Size: 50x100mm, Cavalry, Large, +3" Spd, +2 Att, and Thunderous Charge (2)

Artifacts

Spymaster Training (35)
Unit gains Stealthy, Vanguard, +1 Def, +3 Spd, and always counts as using the Poison Equipment (Crushing Strength (2) and Piercing (2))

Wizard Hat (50)
Unit gains Lightning Bolt (2), Fireball (6), and Heal (3)

The Light Sabre (35)
Unit gains Vicious, Crushing Strength (3), +1 Att, and +1 Me

Sextant (45)
Unit gains Indirect Fire and grants all friendly units within 12" Elite and Piercing (1)

Swivel Cannon (50)
Unit gains a ranged weapon with the following profile: 48", -1 Me, Piercing (2), Blast (D3), and Reload!

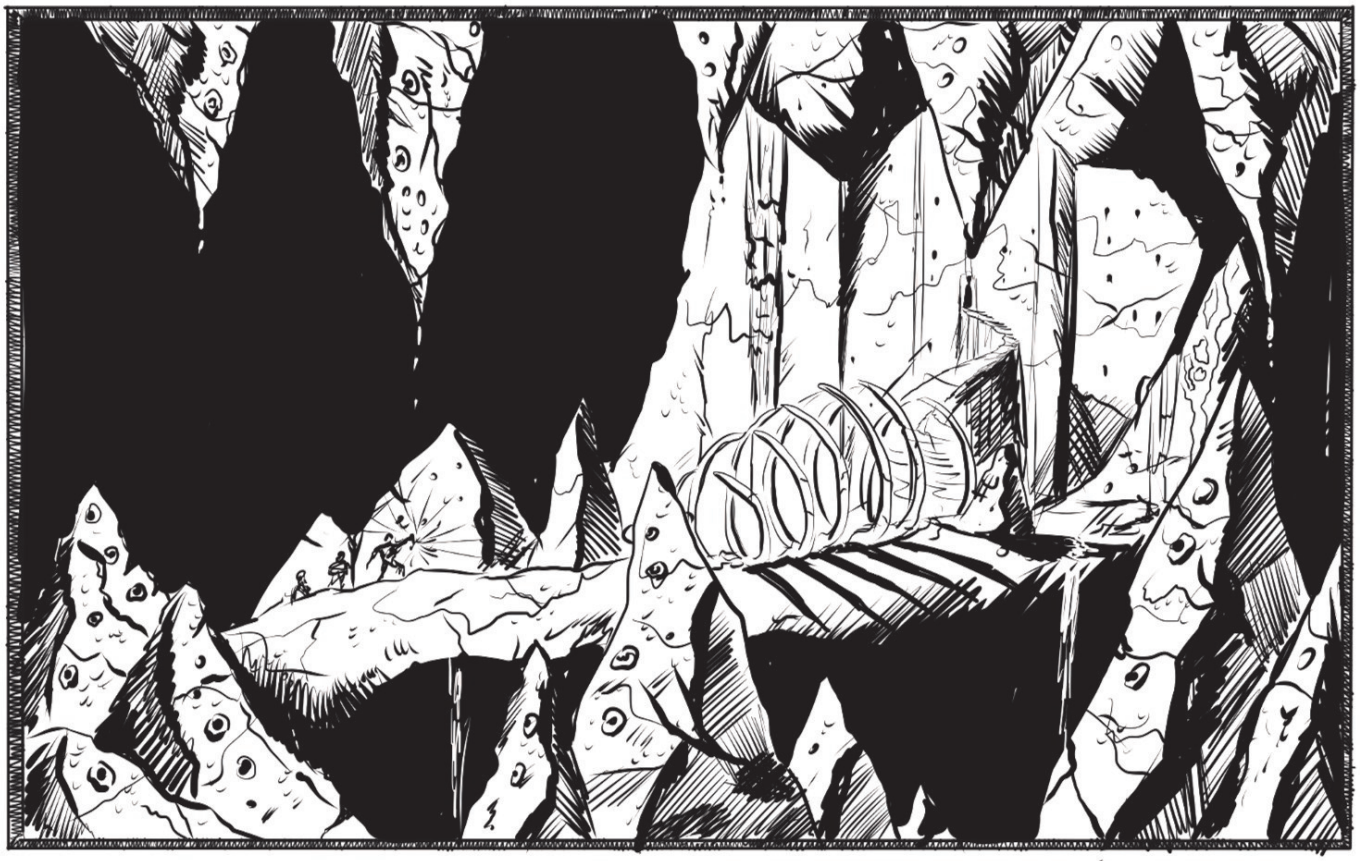
Forces of Nature

Alignment: Neutral
Warband Special Rules: All units have Pathfinder unless otherwise indicated.

Unit	Spd	Me	Ra	Def	Att	To	Cost (gp)	Special
Naiad	5	4+	4+	3+	1	4/5	16	Regeneration (4+)
Spellsinger	5	4+	4+	3+	1	4/5	19	Regeneration (4+). Has 1 Skill chosen from the Protection or Magic Skill lists.
Hunter of the Wild	6	4+	-	4+	2	5/6	12	Vanguard
Centaur	8	4+	5+	3+	1	5/6	19	Cavalry, Nimble, Thunderous Charge (1)
Salamander	5	4+	-	4+	1	5/6	9	Base Size: 25x25mm, Crushing Strength (1)
Forest Shambler	6	4+	-	5+	3	-/7	20	Large, Beast, Crushing Strength (1), Shambling, Vanguard
Earth Elemental	5	4+	-	6+	3	-/7	17	Large, Beast, Crushing Strength (1), Shambling
Fire Elemental	6	4+	-	5+	3	-/7	20	Large, Beast, Crushing Strength (2), Shambling
Air Elemental	10	4+	-	5+	3	-/7	27	Large, Beast, Fly, Shambling
Water Elemental	7	4+	-	5+	3	-/7	24	Large, Beast, Crushing Strength (1), Shambling, Regeneration (5+)
Wild Companion	6	4+	-	3+	3	3/4	13	Beast, Crushing Strength (1)

A bit of everything heeds to the calls of those odd druids. There's all manners of beasts and birds, not to mention men, elves, lizard-folk, mermen, and every type of elemental for every one of the great elements.

My best results against these amalgam bands of misfits has been to plink at them with arrows from a healthy distance away, and hope nothing manages to catch up with me. So far, it's worked quite well.



Common Equipment

Nets, Harpoon Guns

Miscellaneous Equipment

Wellwater Flask (5)
Unit gains Heal (1)

Enchanted Quarrels (10)
Unit gains Elite and Vicious

Hunting Horn (5)
Unit gains Inspiring

Mounts

Wyrm (33)
Unit gains Cavalry, Large, +3" Spd, +1 Me, +1 Def, +2 Att, +1/1 Toughness, Crushing Strength (1), and Thunderous Charge (1)

Giant Eagle (21)
Unit gains Cavalry, Large, +5" Spd, +1 Att, +1/1 Toughness, and Fly

Artifacts

Staff of Adrie (50)
Unit gains Heal (6), +1/1 Toughness, +1 Def, and Regeneration (5+)

Morna's Knife (45)
Unit gains +1 Att, Vicious, Lightning Bolt (2), and Fireball (4)

Thornblade (30)
Unit gains +1 Att, Elite, Vicious, and Crushing Strength (2)

Solar Staff (50)
Unit gains a ranged attack with range 24" that always hits on a 4+, regardless of modifiers. If the target unit is hit, it is blinded until the end of its following Shoot phase – place a suitable marker next to the target. As long as it's blinded, the unit cannot Charge or Shoot

Lunar Amulet (30)
Unit gains +3" Spd, +1 Def, Stealthy, Bane-Chant (1), and Elite

Ogres

Alignment: Neutral
Warband Special Rules: All units are Brutal unless otherwise noted.

Unit	Spd	Me	Ra	Def	Att	To	Cost (gp)	Special
Warrior	6	3+	5+	5+	3	6/7	22	Large, Crushing Strength (1)
Oldblood	6	3+	5+	5+	3	6/7	25	Large, Crushing Strength (1). Has 1 Skill chosen from the Ranged or Melee Skill lists.
Berserker Brave	6	4+	-	4+	5	-/7	23	Large, Crushing Strength (1)
Hunter	6	3+	-	4+	3	6/7	25	Large, Crushing Strength (1), Ensnare, Pathfinder
Red Goblin	5	6+	5+	3+	1	4/5	4	Not Brutal
Red Goblin Shaman	5	6+	5+	3+	1	4/5	7	Not Brutal. Has 1 Skill chosen from the Ranged or Magic Skill lists.

Ah, Ogres! Now there's a lot of louts who you can trust to be straightforward! Admittedly, the way 'forward' tends to be to pummel anything that angers, tricks, or confuses them, so diplomacy can get a mite bit dicey, but on the whole they're a solid and reliable bunch that you want to never, ever make angry.

If, however, you should happen to earn the ire of an Ogre and their friends, my advice for you is to get as far away from them as you can. They have some firearms that can turn you to mincemeat, and crossbows that are more like portable ballistae than anything else, but anything's better than being on the pointy end of one of their cleavers. With a good windup, an adult Ogre can you in half as easily as I would this sausage, and with quite a bit of mess, so steer clear of them up close if you don't want to end up considerably shorter!

By Chris Schlumpberger

Common Equipment

Nets, Thunderpipes, Heavy Crossbows, Light Ballistae, Tower Shields

Miscellaneous Equipment

Siegebreaker Shield (20)
Unit gains Big Shield, Crushing Strength (2), and Thunderous Charge (1)

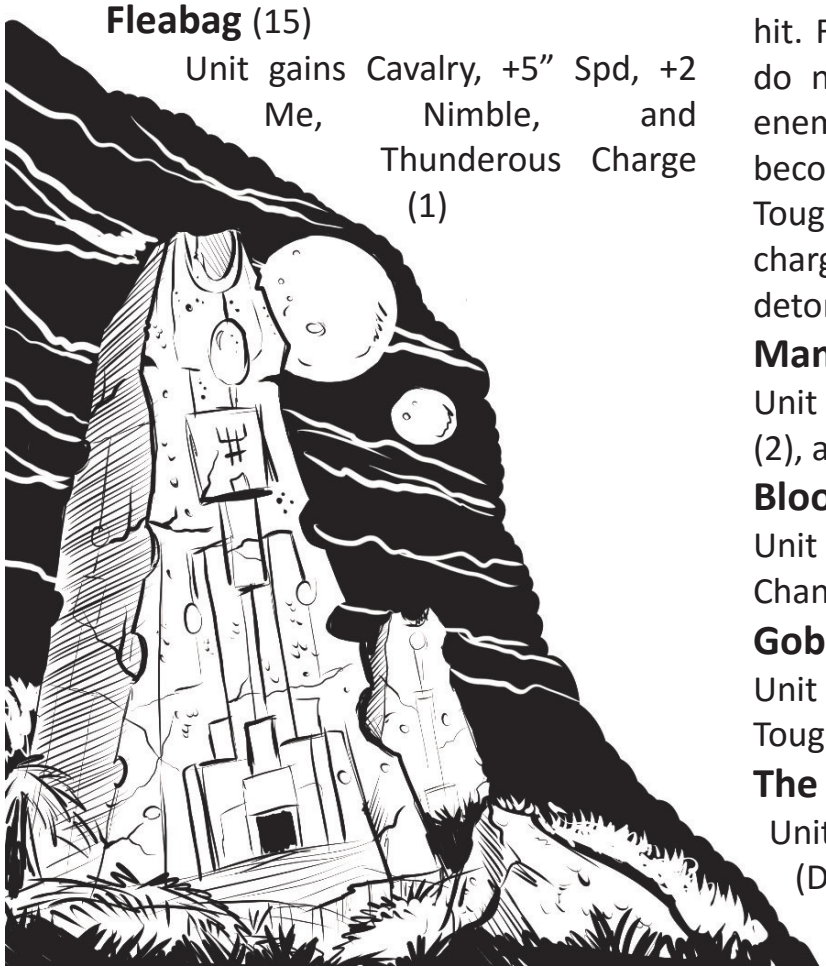
Boomer (15)
Unit gains Breath Weapon (Att)

Scrap Armor (15)
Unit gains +1/1 Toughness, +1 Def, and Thunderous Charge (1)

Mounts

Chariot (21)
Unit gains Base Size: 50x100mm, Cavalry, Large, +2" Spd, +1 Me, +1 Att, and Thunderous Charge (2)

Fleabag (15)
Unit gains Cavalry, +5" Spd, +2 Me, Nimble, and Thunderous Charge (1)



Artifacts

Explosive Barrel (30)
This unit can trigger the Barrel explosion at any point during any of its Shoot phases, even if it has moved At The Double or is Disordered that turn. All units (friend and foe) within D6" of this model suffer 2D3 hits with Piercing (4), and then the unit carrying this Artifact is immediately removed as a Casualty. Roll the number of hits once, but then roll to damage individually for each unit hit. Friendly units taking damage as a result do not have to take Toughness tests, but enemy units will do so as normal. If this unit becomes a Casualty as a result of a Toughness test, it explodes. If this unit charges an enemy unit, it will simply detonate in the Shoot phase as above.

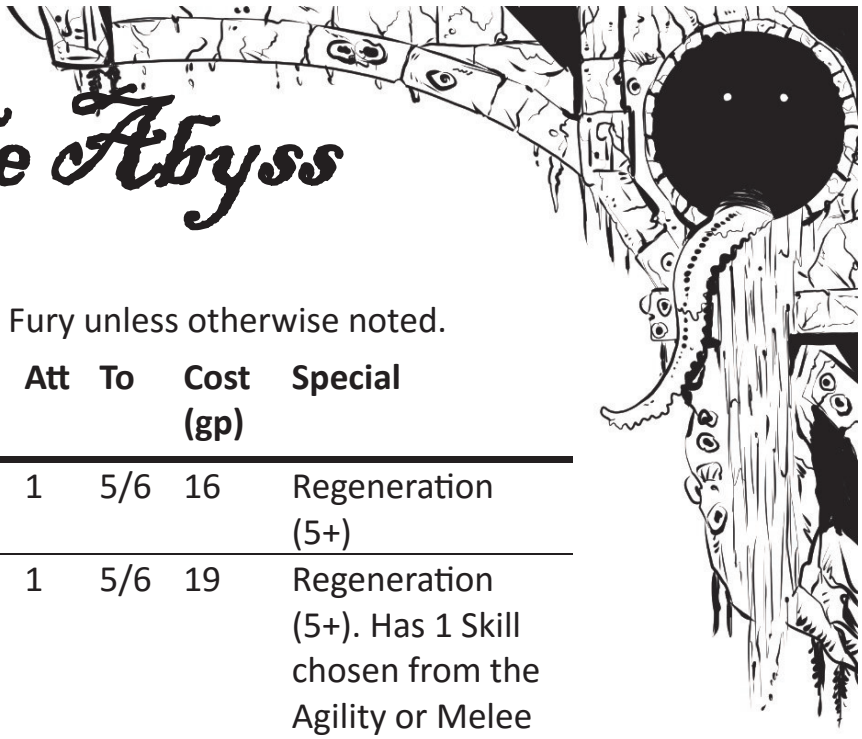
Mammoth Blade (40)
Unit gains +1 Me, +2 Att, Crushing Strength (2), and Thunderous Charge (1)

Bloodeater Staff (50)
Unit gains Lifeleech (3), Vicious, Elite, Bane-Chant, and Regeneration (5+)

Goblin Stew (35)
Unit gains Headstrong, Lifeleech (2), +1/1 Toughness, and Heal (3)

The Amputator (25)
Unit gains Crushing Strength (2) and Blast (D3)

Forces of the Abyss



Alignment: Evil
Warband Special Rules: All units have Fury unless otherwise noted.

Unit	Spd	Me	Ra	Def	Att	To	Cost (gp)	Special
Lower Abyssal	5	3+	4+	4+	1	5/6	16	Regeneration (5+)
Trickster	5	3+	4+	4+	1	5/6	19	Regeneration (5+). Has 1 Skill chosen from the Agility or Melee Skill lists.
Larvae	5	6+	-	4+	1	-/5	7	Ensnare, Shambling
Gargoyle	10	4+	-	3+	1	4/5	33	Base Size: 25x25mm, Not Fury, Fly, Regeneration (3+), Vicious
Succubi	6	3+	5+	3+	2	5/6	17	Ensnare, Stealthy
Fleshling	5	5+	-	3+	1	5/6	4	-
Hellhound	9	4+	-	4+	3	5/6	20	Cavalry, Beast, Height 1, Nimble, Thunderous Charge (1)
Imps	5	5+	-	3+	4	5/6	16	Large, Height 0, Vicious
Tortured Souls	10	4+	-	4+	3	-/7	41	Large, Crushing Strength (2), Fly, Lifeleech (2), Shambling
Moloch	5	4+	-	4+	4	6/7	25	Base Size: 50x50mm, Large, Crushing Strength (2), Brutal

Well, when the riches of damned souls and trapped spirits of heroes fail to amuse, the demons that infest the Abyss can be found stalking the streets of Perditus.

Some say the treasures are to help fund the demon princes in their internecine squabbles, while other claim that lowly baubles like gems and gold are worthless to them, and they instead seek pacts and promises made by mortals.

I can surely tell you that their promises are as hollow as their hearts; if they promise you a kingdom, you'll receive it, but only after they manipulate the threads of fate so that that kingdom becomes the object of your waking nightmares.

Just be glad there's not many of them; man-for-man, an Abyssal can flay you as soon as look at you, so always bring a friend. Two, if you can.

Common Equipment

Lances, Firebolts

Miscellaneous Equipment

Maddening Whispers (10)
Unit gains Headstrong and +1/1 Toughness

Infernal Wings (15)
Unit gains +4" Spd and Fly

Burning Aura (5)
Unit gains +1 Def

Mounts

Abyssal Horse (12)
Unit gains Cavalry, +3" Spd, +1 Me, +1 Def, and Thunderous Charge (1)

Artifacts

Greater Fiendish Form (50)
Unit gains Fly, +5" Spd, +2/2 Toughness, and Crushing Strength (2)

Claw of Immolation (45)
Unit gains Breath Weapon (10) and +2 Att

Devil's Signet (30)
Unit gains Headstrong, Very Inspiring, and +3/3 Toughness

Burning Whip (25)
Unit gains a 12" ranged attack with Piercing (2), Elite, and Vicious

Runic Tattoo (30)
Unit gains Stealthy, Vanguard, +2/2 Toughness, and Regeneration (5+)

Abyssal Dwarves

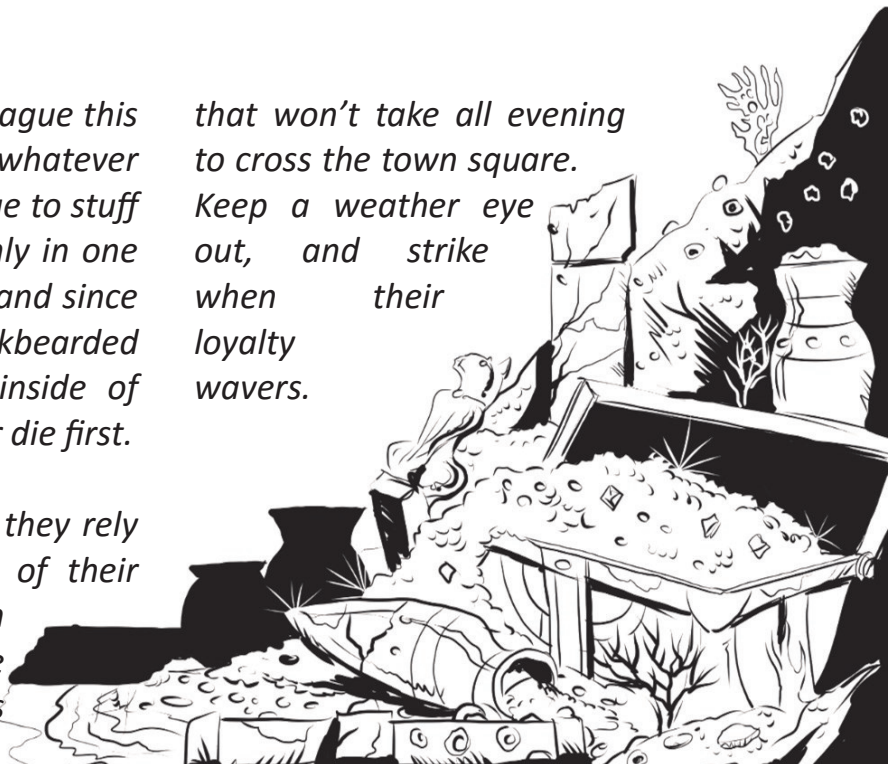
Alignment: Evil

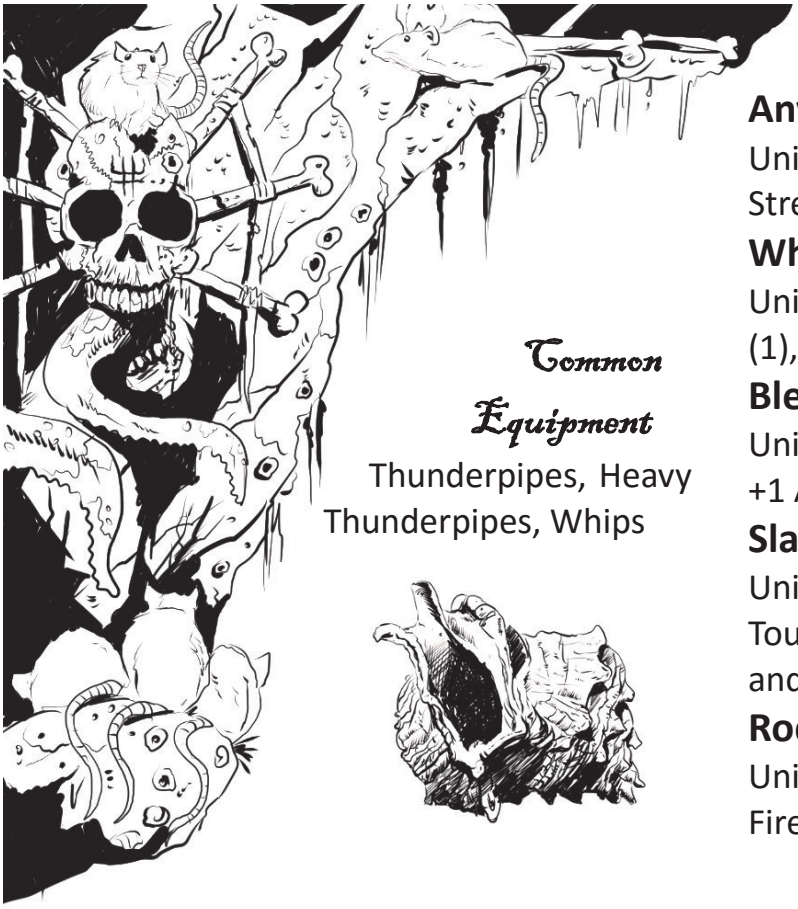
Warband Special Rules: All units are Vicious unless otherwise noted.

Unit	Spd	Me	Ra	Def	Att	To	Cost (gp)	Special
Blacksoul	4	4+	6+	4+	1	5/6	6	-
Soulfire Elite	4	4+	6+	4+	1	5/6	9	Has 1 Skill chosen from the Melee or Magic Skill lists.
Immortal Guard	4	3+	6+	4+	1	-/6	8	-
Abyssal Berserkers	5	4+	6+	3+	2	-/6	9	-
Slave Orcs	5	4+	6+	4+	1	4/5	9	Base Size: 25x25mm, Not Vicious, Yellow-Bellied, Crushing Strength (1)
Gargoyles	10	4+	-	3+	1	4/5	30	Base Size: 25x25mm, Fly, Regeneration (3+)
Lesser Obsidian Golem	4	4+	-	6+	3	-/8	20	Base Size: 50x50mm, Large, Beast, Height 3, Crushing Strength (2), Shambling
Mutant Throwing Mastiff	6	4+	-	4+	3	2/3	13	Beast, Elite

Those blighted little slavemasters plague this city, catching and selling whatever unfortunate wretch they can manage to stuff in a cage. My sisters and I were only in one of their cursed wagons, thankfully, and since I split the skull of the blackbearded whipmaster, I've yet to see the inside of another. All three of us would rather die first.

If you watch carefully, you can see they rely on fear. Their Orcs are as afraid of their masters as you are, and can flinch at a crucial moment. Those are the only blades they can hire in a mass that won't take all evening to cross the town square. Keep a weather eye out, and strike when their loyalty wavers.





Common Equipment

Thunderpipes, Heavy Thunderpipes, Whips

Artifacts

Anvil of Doom (50)
Unit gains Lightning Bolt (2), Crushing Strength (2), Headstrong, +1 Att, and +1 Me.

Whip of Torment (25)
Unit gains Very Inspiring, Crushing Strength (1), Vicious, and Elite.

Blessing of the Bull God (35)
Unit gains Headstrong, Crushing Strength (3), +1 Att, and +1/1 Toughness.

Slaver Wagon (45)
Unit gains Cavalry, Large, +4" Spd, +2/2 Toughness, +1 Att, Thunderous Charge (2), and Ensnare

Rod of Power (35)
Unit gains Lightning Bolt (2), Surge (2), and Fireball (4)

Miscellaneous Equipment

Slavemaster's Whip (5)
Unit becomes Inspiring

Obsidian Staff (15)
Unit gains Surge (6)

Spiked Collar (5)
Unit gains Vicious

Mounts

Gore (9)
Unit gains Cavalry, +3" Spd, Thunderous Charge (1), and +1 Att

Halfbreed Mutation (18)
Unit gains Cavalry, +4" Sp, +1 Me, Crushing Strength (1), Regeneration (5+), and Thunderous Charge (1)

Grotesque Mutation (24)
Unit gains Cavalry, Large, +3" Sp, Brutal, Crushing Strength (2), Regeneration (5+), and Thunderous Charge (1)

Goblins

Alignment: Evil

Warband Special Rules: All units are Yellow-Bellied unless otherwise specified

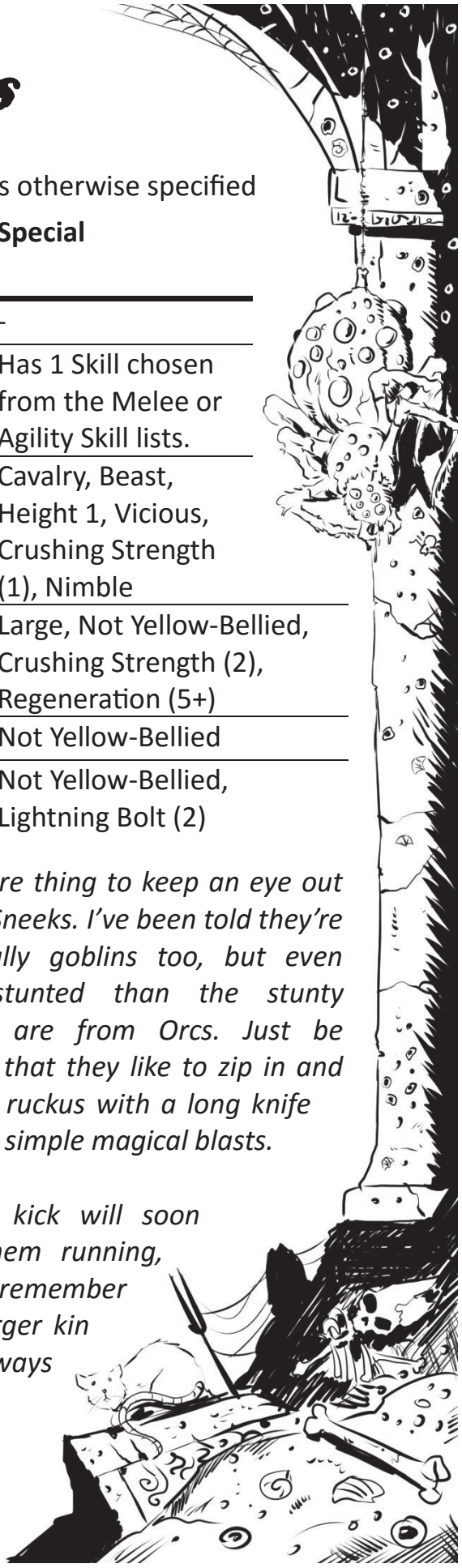
Unit	Spd	Me	Ra	Def	Att	To	Cost (gp)	Special
Goblin	5	5+	5+	4+	1	4/5	6	-
Trapper	5	5+	5+	4+	1	4/5	9	Has 1 Skill chosen from the Melee or Agility Skill lists.
Mawbeast	6	3+	-	3+	1	4/5	15	Cavalry, Beast, Height 1, Vicious, Crushing Strength (1), Nimble
Troll	6	4+	-	5+	3	5/6	27	Large, Not Yellow-Bellied, Crushing Strength (2), Regeneration (5+)
Stabby Sneek	5	4+	4+	4+	2	3/4	9	Not Yellow-Bellied
Zappy Sneek	5	4+	4+	4+	1	3/4	19	Not Yellow-Bellied, Lightning Bolt (2)

Goblins; a laughable excuse for a threat, until you're staring down the knife of that goblin's entire extended family. These little miserable sacks of fear and cowardice can be seen roving in bands, so always remember that even if you 'only' see one, you're missing the other dozen of them in the surrounding terrain.

Occasionally, they'll have one of their great Trolls in tow, or a pack of those horrible Mawbeasts. In either case, keep a very healthy distance, since the last thing you want is for one of them to lumber into the fray and splatter you and your fellow mercenaries against the cobblestones. Those trolls can be right tricky to kill, so always remember to cut off the head once its down.

One more thing to keep an eye out for are Sneeks. I've been told they're technically goblins too, but even more stunted than the stunty Goblins are from Orcs. Just be mindful that they like to zip in and cause a ruckus with a long knife or some simple magical blasts.

A solid kick will soon have them running, but remember their larger kin are always nearby.



By Matt Gilbert

Common Equipment

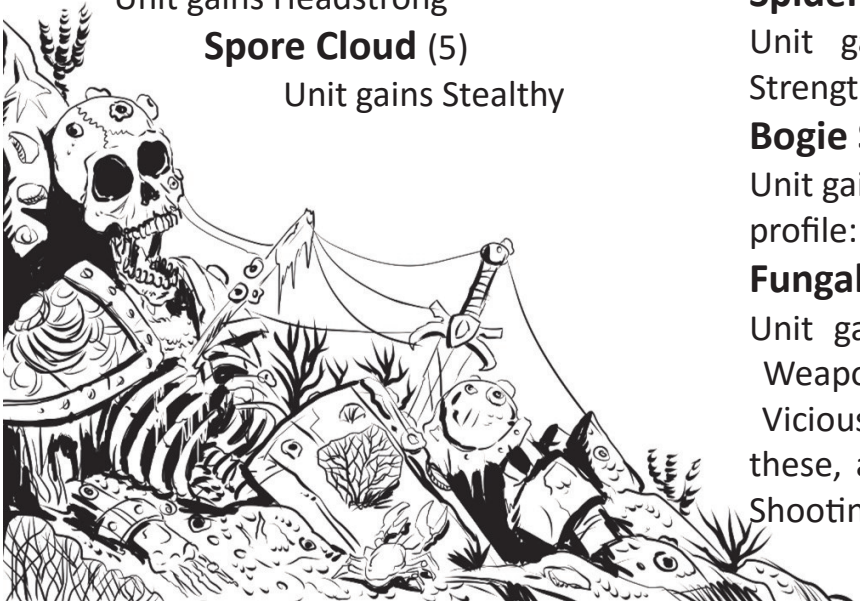
Nets, Light Ballistae, Tower Shields

Miscellaneous Equipment

Big Shield (5)
Unit gains Big Shield.

Madcap Brew (5)
Unit gains Headstrong

Spore Cloud (5)
Unit gains Stealthy



Mounts

Fleabag (12)
Unit gains Cavalry, +5" Sp, +1 Me, Nimble, and Thunderous Charge (1)

Fleabag Chariot (27)
Unit gains Base Size: 50x100mm, Cavalry, Large, +4" Sp, +1 Me, +2 Att, and Thunderous Charge (2)

Artifacts

Goblin Glider (25)
Unit gains Vanguard, Master Tactician, and Advanced Deployment.

Mawbeast Brew (40)
Unit gains Headstrong, +1 Att, +1/1 Toughness, +1 Me, and +1" Spd, Crushing Strength (2), and Vicious

Spidershell Shield (25)
Unit gains Big Shield, +1 Def, Crushing Strength (1), Vicious, and +1/1 Toughness

Bogie Spit Blowpipe (30)
Unit gains a Ranged attack with the following profile: 12", Vicious, Piercing (3), and Elite

Fungal Bomb (35)
Unit gains a one-use-per-Scenario Thrown Weapon with 3 Attacks, Blast (D6), and Vicious. A warband may carry multiples of these, although they may only use one per Shooting phase.

Orcs

Alignment: Evil
Warband Special Rules: All Units have Base Size: 25x25mm and Crushing Strength (1) or better unless otherwise noted.

Unit	Spd	Me	Ra	Def	Att	To	Cost (gp)	Special
Ax	5	4+	6+	4+	1	4/5	6	-
Bigax	5	4+	6+	4+	1	4/5	9	Has one Skill chosen from the Melee or Protection Skill lists.
Morax	5	3+	6+	4+	2	5/6	10	-
Skulk	6	5+	5+	3+	1	4/5	9	Vanguard
Orclings	5	5+	-	3+	4	5/6	16	Large, No Crushing Strength, Height 0, Vicious
Troll	6	4+	-	5+	3	5/6	24	Large, Regeneration (5+), Crushing Strength (2)
Fight Wagon	7	3+	-	5+	5	5/6	24	Cavalry, Large
Stabby Sneek	5	4+	4+	4+	2	3/4	9	Base Size: 20x20mm, No Crushing Strength
Zappy Sneek	5	4+	4+	4+	1	3/4	19	Base Size: 20x20mm, No Crushing Strength, Lightning Bolt (2)

You've got it all wrong, my boy. Orcs are far from dumb, or even merely cunning. An Orc could be as brilliant as you or I, in the fullness of time; but do they even get that time? No!

Instead, the fates have given them lives that, even at their eldest, could be generously measured on your fingers and toes. How is a civilization, an empire, to form in such brief flickers of existence? That they have formed such empires at all, however crude, however brief, however borrowed from the conquests of others, remains a testament to their unflagging and raging spirit.

Common Equipment

Throwing Axes, Whips

Miscellaneous Equipment

Very Tough (5)
Unit gains +1/1 Toughness

Oblivious (5)
Unit gains Headstrong

Amulet of the Burna (10)
Unit gains Breath Weapon (4)

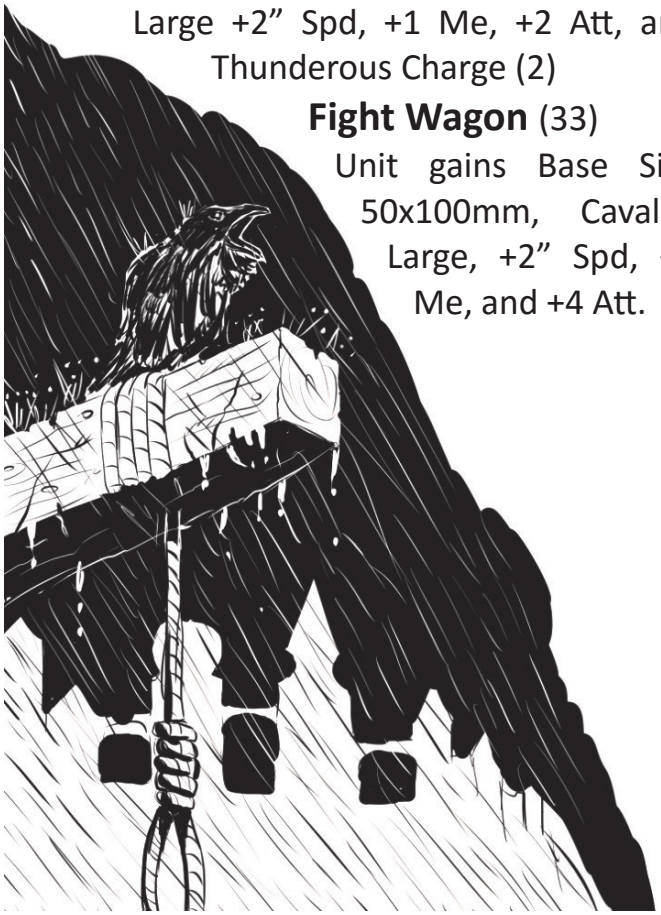
Mounts

Winged Slasher (15)
Unit gains Cavalry, Large, Fly, and +3" Spd.

Gore (9)
Unit gains Cavalry, +3" Sp, +1 Me, and Thunderous Charge (1)

Gore Chariot (27)
Unit gains Base Size: 50x100mm, Cavalry, Large +2" Spd, +1 Me, +2 Att, and Thunderous Charge (2)

Fight Wagon (33)
Unit gains Base Size 50x100mm, Cavalry, Large, +2" Spd, +1 Me, and +4 Att.



Artifacts

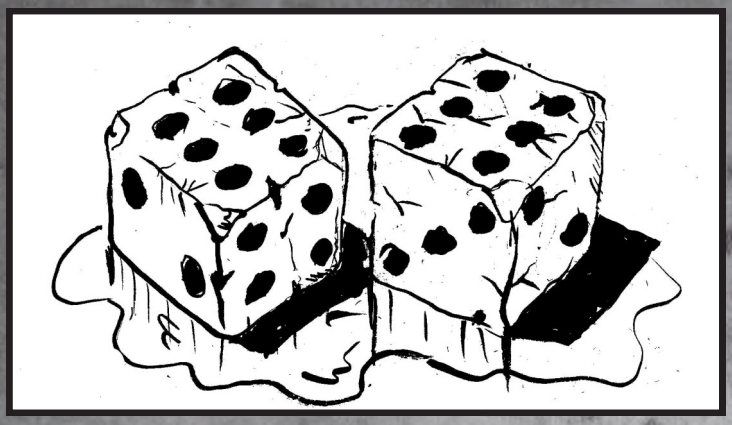
Looted Rifle (45)
Unit gains a 24" Ranged attack with Piercing (2), +1 Ra, Reload!, +1 Att, Vicious, and Elite.

War Cry (35)
Unit gains Very Inspiring, Rallying!(1), +1/1 Toughness, +1 Att, and +1 Me

Bogie Skin (25)
Unit gains Regenerate (5+), +1 Def, Headstrong, and +1/1 Toughness

Skull of Nadlug (50)
Unit gains Lightning Bolt (2), Fireball (4), Windblast (1), Bane-Chant (1), and Vicious

Big Bogie Tooth (35)
Unit gains Vicious, Crushing Strength (2), and +2 Att



Life was good for Argun. He'd always been one of the biggest orcs in a race of hulking brutes. His size gave him power too, both physically and psychologically. But he was good at what made an orc rise to the top; he knew how to fight and fight dirty. This and his wit had seen him rise to power quickly, the status of Krudger coming easily with many orcs willing to follow "Facesplitter" – a name he'd earned after altercations with a number of challengers to his authority. Piece-negotiations Argun called them. You talked. He left you in pieces.

Like most nomadic warbands, his boys had scoured the plains; raiding Dwarf mining camps and terrorizing human towns and villages. The horde had increased in size as smaller warbands were subsumed and soon larger settlements became viable and necessary targets. Argun's reputation for fortune preceded him and was only enhanced by engagements like those at Harvon's Pass and The Bickervale where they'd taken minimal casualties and routed larger and superior forces.

One evening, they'd accidently stumbled into a clearing occupied by a rag-tag band of human adventurers and chancers. Having set a poor watch and gotten themselves intoxicated on cheap wine, the humans were quickly overpowered and put to the sword – the fresh meat a welcome feast for the voracious greenskins. Argun kept one of the humans alive long enough to… entice the man to divulge the group's purpose.

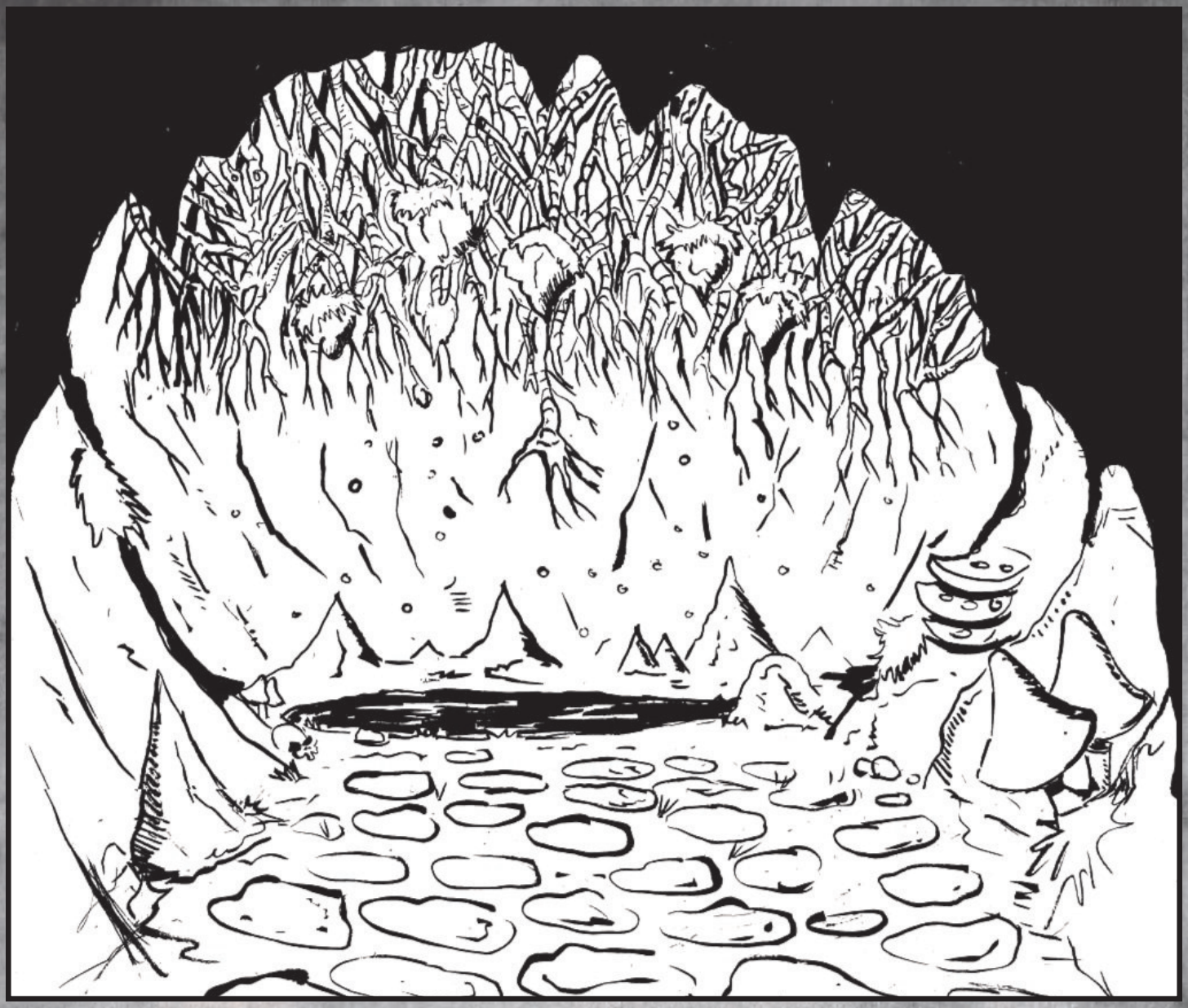
The man-thing whimpered and cried and soiled himself more than once but eventually explained that the group were treasure hunters, following a map recently discovered in a library in Yolkston - two hundred leagues to the West. The man had a copy of the map and knew they were close. On the morrow they were certain they would find it.

Sensing an opportunity for some sport for his demoralized band of grunts, Argun had them search the bodies. The map found, he had snapped the neck of the last survivor and tossed the body aside.

At daybreak, Argun roused the mob, kicking most onto wakefulness to angry snarls and grunts. With the map as a guide they discovered the humans were closer than they thought to their goal.

And now here they were.

What Argun first saw as a minor set-back had become a new opportunity. Sure they'd lost a handful of volunteers to the various traps and surprises the place had to offer but over the last year they'd made a good living. The hunting in the area was good so food was plentiful and in the first few months at least four different groups of adventures had found the caves only to realize they were not unoccupied. The treasure haul from these unfortunates made the experience all the more fun.



Argun began to stoke things up, spreading rumors of the cave's treasures while at the same time terrorizing the villages which lay within a week's radius of their new lair. A steady flow of opportunists and mercenaries hired to clean them out kept the boys in shape and the band's hoard of plunder increasing.

They themselves had found none of the rumored treasure of course. All that lay at the center of the tunnels was a large cavernous hollow, its vaulted ceiling hidden in deep shadow. From the narrow opening into the chamber, they could see huge tree roots like living stalactites dropping out of the gloom, tapering to thin, delicate fronds that eventually brushed a pool in the floor.

The pool glowed with a cold, insipid light which cast eerie shadows. If anyone wandered too close, they suddenly found themselves back at the cavern entrance again with no recollection of how they got there. The voices would not stop whispering in their head for hours after…

-From 'Argun's Luck' by Matt Gilbert
Ironwatch Issue 01

Undead

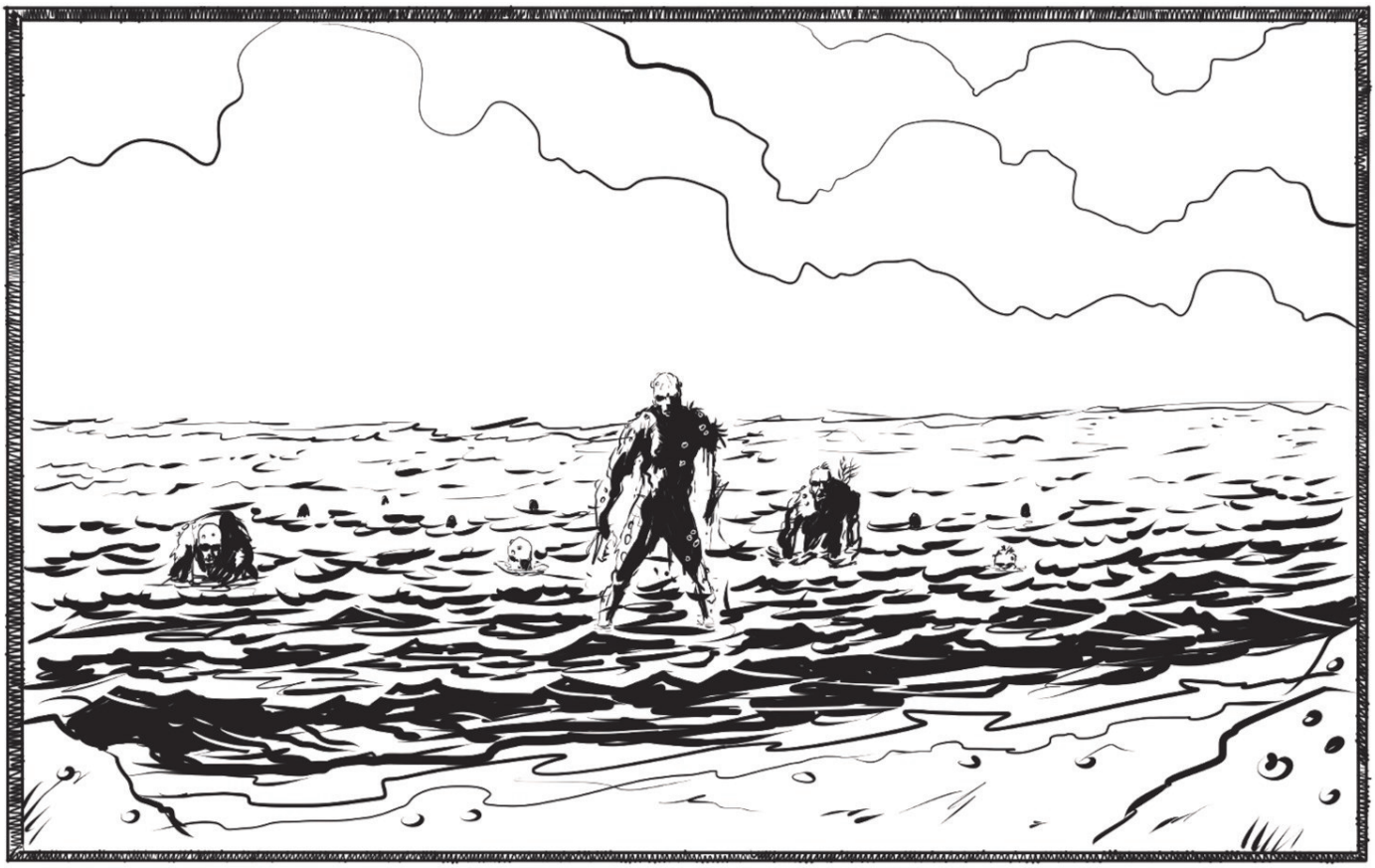
Alignment: Evil
Warband Special Rules: All Units have the Lifeleech(1) special rule.

Unit	Spd	Me	Ra	Def	Att	To	Cost (gp)	Special
Skeleton	5	5+	5+	3+	1	-/6	7	Shambling
Bone Thrall	5	5+	5+	3+	1	-/6	10	Shambling, Has one skill chosen from Magic or Melee Skill lists.
Ghoul	6	4+	6+	3+	1	4/5	6	-
Soul Reaver	6	3+	6+	5+	2	5/6	18	Crushing Strength (1), Lifeleech (2)
Revenant	5	4+	6+	4+	1	-/6	8	Shambling
Wraith	10	4+	-	6+	1	-/6	23	Fly, Shambling
Mummy	5	4+	-	5+	1	-/7	18	Crushing Strength (1), Shambling, Regeneration (5+)
Zombie	5	5+	-	3+	1	-/5	4	Shambling
Zombie Troll	6	4+	-	4+	3	-/7	22	Large, Shambling, Crushing Strength (2)
Werewolf	9	3+	-	5+	3	6/7	26	Large, Crushing Strength (1), Nimble
Wight	6	4+	-	5+	3	-/7	26	Large, Brutal, Crushing Strength (2), Shambling
Undead Giant Rat (Dog?)	5	5+	-	4+	1	-/4	5	Beast, Lifeleech (2)

Wretched and evil, that's all the Undead are. Animate a skeleton, and you'll soon have it coming after your own head if you can't tame the wild magic you gave it. As a result, the necromancers, wights, and vampires amongst the undead leaders have a will that would make your spirit or mine look like a candle flame contrasted against a bonfire.

They're slow, and as terrible of a shot with a bow or rifle as a newborn babe, but tougher than they look; if you get too close, you can feel your own years slipping away to feed and strengthen the bloodsuckers and their troops.

That is, if their blades don't slay you first...



Common Equipment

Lances

Miscellaneous Equipment

Banshee's Scream (10)
Unit gains Breath Weapon (4)

Ghostly Form (15)
Unit gains Fly.

Skull Token (5)
Unit gains Dark Surge (2)

Mounts

Skeletal Horse (9)
Unit gains Cavalry, +3" Sp, and Thunderous Charge (2)

Winged Wyrm (15)
Unit gains Cavalry, Large, Fly, and +3" Spd.

Artifacts

Staff of Undeath (40)
Unit gains Surge (4), Very Inspiring, and Lightning Bolt (2)

The Necronomicon (50)
Unit gains Surge (6), Lightning Bolt (3), and +1/1 Toughness.

Cloak of the Lichemaster (35)
Unit gains Heal (4), Stealthy, +1 Def, and +1 Spd

The Blade of Kas (30)
Unit gains Crushing Strength (1), Vicious, Elite, +1 Me, and +1 Att.

Vampire's Kiss (25)
Unit gains Lifeleech (2), +1/1 Toughness, and Regeneration (5+)

Twilight Kin

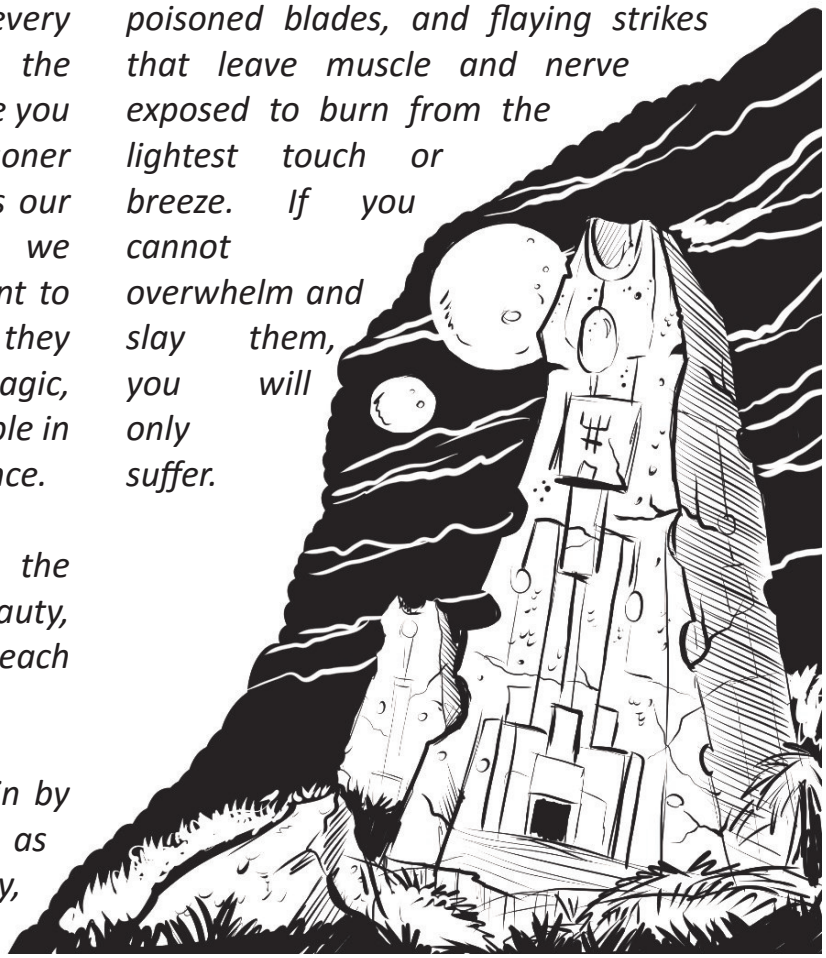
Alignment: Evil
Warband Special Rules: All Units have Vicious unless otherwise noted

Unit	Spd	Me	Ra	Def	Att	To	Cost (gp)	Special
Dark Kin	6	4+	4+	4+	1	5/6	10	-
Ichor Mage	6	4+	4+	4+	1	5/6	13	Has 1 Skill chosen from the Magic or Agility Skill lists.
Shadow	6	4+	4+	3+	1	5/6	15	Pathfinder, Vanguard
Reaper	6	3+	-	4+	1	5/6	8	-
Blade-Dancer	7	3+	-	3+	2	5/6	16	Brutal, Headstrong
Gargoyle	10	4+	-	3+	1	4/5	30	Base Size: 25x25mm, Fly, Regeneration(3+)
Lower Abyssal	5	4+	-	3+	1	5/6	14	Not Vicious, Fury, Regeneration (5+)

The only thing worse than an Elf is their twisted cousins. Every bit as beautiful, every bit as graceful, but with all of the haughtiness exchanged for a well of rage you and I can scarcely imagine. The only prisoner we ever managed to get to talk told us our existence, the mere knowledge that we walked Mantica's surface, was an affront to their very essence. The few prisoners they take are merely to fuel their blood-magic, and are kept on-hand as briefly as possible in order to minimize our 'corrupting' presence.

When you find a warband killed by the haughty Elves, it's quiet; a thing of beauty, almost, in how cleanly and perfectly each victim has been slain by blade or shaft.

This is not the case for a warband slain by Twilight Kin. The slain wail, crying out as their life essence ebbs carefully, measuredly out from barbed shafts, slowly-poisoned blades, and flaying strikes that leave muscle and nerve exposed to burn from the lightest touch or breeze. If you cannot overwhelm and slay them, you will only suffer.



Common Equipment

Hand Crossbows, Braces of Hand Crossbows, Repeating Crossbows

Miscellaneous Equipment

Barbed Quarrels (5)
Unit gains Piercing (1)

Abyssal Rage (20)
Unit gains +1 Att, Fury, and Crushing Strength (1)

Bottled Fairy (15)
Unit gains Iron Resolve, Regeneration (6+), and Heal (1)

Mount

Corrupted Pegasus (15)
Unit gains Cavalry, Large, Fly, and +4" Spd.

Black Charger (15)
Unit gains Cavalry, +2" Sp, +1 Att, and Thunderous Charge (2)

Herald's Steed (8)
Unit gains Cavalry, +4" Spd, and Nimble

Abyssal Beast (36)
Unit gains Cavalry, Large, +1" Spd, +3 Att, Crushing Strength (1), Regeneration (5+), and Thunderous Charge (1)

Darkscythe Chariot (27)
Unit gains Base Size: 50x100mm, Cavalry, Large, +1" Sp, +2 Att, +1/1 Toughness, and Thunderous Charge (2)

Artifacts

Bleeding Cauldron (50)
Unit gains Vicious, Very Inspiring, Heal (2), Regeneration (5+), +1 Att, and +1 Me.

Blades of the Outcast (30)
Unit gains Elite, Crushing Strength (1), +1 Att, and +2 Me.

Panther Cloak (25)
Unit gains Stealthy, Advanced Deployment, +1 Def, and Headstrong

Fairy Swarm (45)
Unit gains Heal (4), Fly, +1 Def, and Iron Resolve.

Dragonblood Extract (35)
Unit gains +1 Att, +1 Def, +1/1 Toughness, Breath Weapon (2), and Crushing Strength (2)

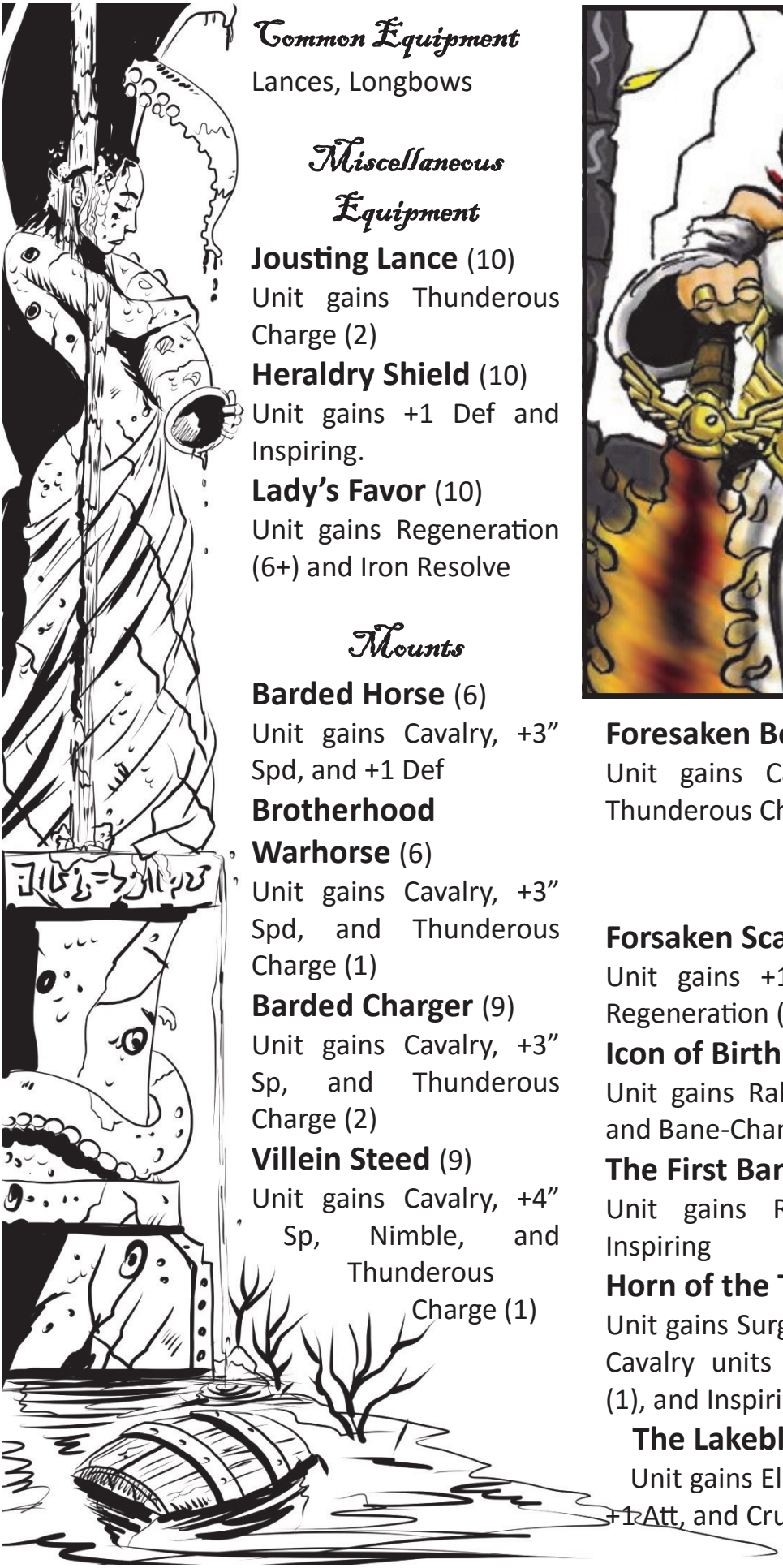
The Brotherhood

Alignment: Good

Warband Special Rules: Some units in this list have the Valiant Special Rule. This is identical to the Rallying! (1) special rule, except only Villeins can benefit from it.

Unit	Spd	Me	Ra	Def	Att	To	Cost (gp)	Special
Brotherhood Knight	5	3+	-	5+	1	5/6	14	Headstrong, Valiant.
Questing Knight	5	3+	-	5+	1	5/6	17	Headstrong, Valiant. Has 1 Skill chosen from the Melee or Protection Skill lists.
Villein	5	5+	5+	3+	1	4/5	5	-
Serf	5	5+	5+	3+	1	4/5	8	Has 1 Skill chosen from the Melee or Ranged Skill lists.
Swain's Villein Ranger	5	4+	4+	3+	1	6/7	24	Limit 1 per warband, Elite, Inspiring (Villeins only), Piercing (1), Stealthy, Vanguard
Martyr	5	4+	-	4+	1	-/5	9	Regeneration (6+)
Water Elemental	7	4+	-	5+	3	-/7	27	Large, Beast, Crushing Strength (1), Pathfinder, Regeneration (5+), Shambling
Abyssal Hunt Knight	8	3+	-	4+	2	6/7	28	Cavalry, Crushing Strength (1), Valiant, Fury, Vicious (against Large units only)
Villein Initiate	8	4+	-	5+	1	4/5	18	Cavalry, Thunderous Charge (2)
Redemption Knight	8	3+	-	5+	2	6/7	35	Cavalry, Headstrong, Inspiring, Regeneration (5+), Thunderous Charge (2)
Forsaken Knight	10	3+	-	5+	3	6/7	45	Cavalry, Large, Fly, Headstrong, Thunderous Charge (2), Valiant

Those knights were never too keen about all manner of men and monsters stomping through their precious ruined city. I've seen more and more of them troubling the streets, looking for 'wrongdoers' to vanquish. Just remember, their knights are the dangerous ones. Sure, with enough arrows one of their villiens might hit something, but the knight's lances are far more likely to leave you gutted like a hooked trout.



Common Equipment

Lances, Longbows

Miscellaneous Equipment

Jousting Lance (10)
Unit gains Thunderous Charge (2)

Heraldry Shield (10)
Unit gains +1 Def and Inspiring.

Lady's Favor (10)
Unit gains Regeneration (6+) and Iron Resolve

Mounts

Barded Horse (6)
Unit gains Cavalry, +3" Spd, and +1 Def

Brotherhood Warhorse (6)
Unit gains Cavalry, +3" Spd, and Thunderous Charge (1)

Barded Charger (9)
Unit gains Cavalry, +3" Sp, and Thunderous Charge (2)

Villein Steed (9)
Unit gains Cavalry, +4" Sp, Nimble, and Thunderous Charge (1)

Foresaken Beast (33)
Unit gains Cavalry, Large, +5" Spd, Fly, Thunderous Charge (2), and +2 Att

Artifacts

Forsaken Scale Armor (25)
Unit gains +1 Def, +2/2 Toughness, and Regeneration (5+)

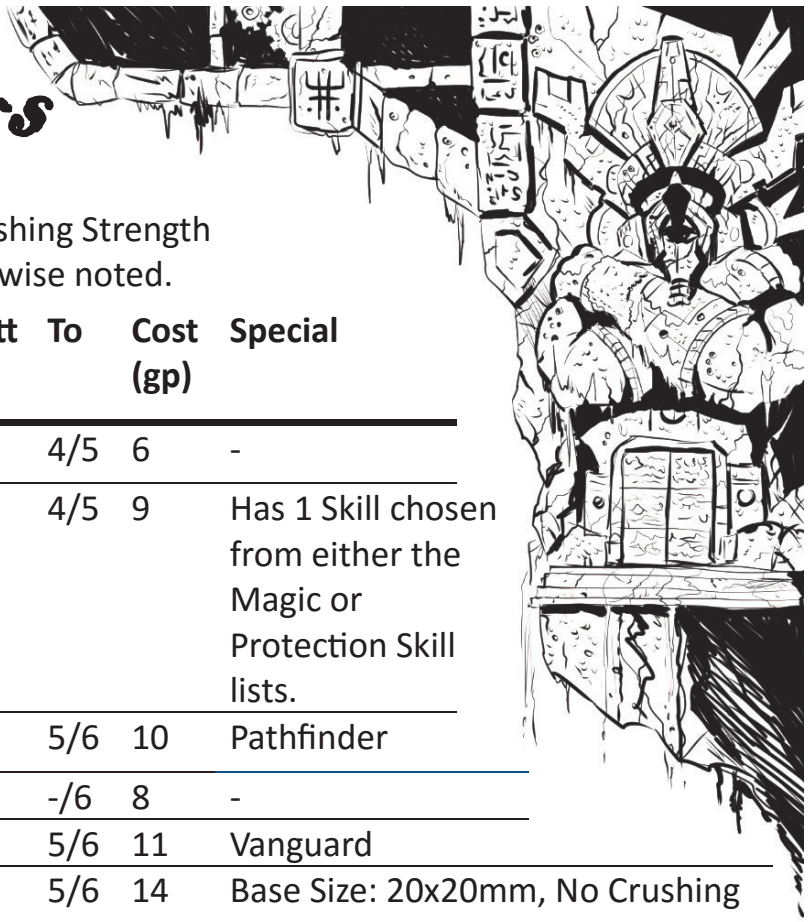
Icon of Birthright (40)
Unit gains Rallying! (1), Inspiring, Heal (2), and Bane-Chant (2)

The First Banner (35)
Unit gains Rallying! (3) and Extremely Inspiring

Horn of the Templar (50)
Unit gains Surge (8) which can affect friendly Cavalry units without Shambling, Rallying! (1), and Inspiring.

The Lakeblade (45)
Unit gains Elite, Vicious, Regeneration (3+), +1 Att, and Crushing Strength (1)

Salamanders



Alignment: Good
Warband Special Rules: All Units are Crushing Strength (1) and Base Size: 25x25mm unless otherwise noted.

Unit	Spd	Me	Ra	Def	Att	To	Cost (gp)	Special
Unblooded	**5**	4+	6+	4+	1	4/5	6	-
Alpha	5	4+	6+	4+	1	4/5	9	Has 1 Skill chosen from either the Magic or Protection Skill lists.
Prime	5	4+	-	5+	1	5/6	10	Pathfinder
Ancient	5	3+	-	4+	1	-/6	8	-
Corsair	5	4+	5+	4+	1	5/6	11	Vanguard
Gekkotah	7	5+	5+	3+	1	5/6	14	Base Size: 20x20mm, No Crushing Strength, Nimble, Pathfinder, Vicious
Bright-crest	7	5+	5+	3+	1	5/6	17	Base Size: 20x20mm, No Crushing Strength, Nimble, Pathfinder, Vicious, Has 1 Skill chosen from either the Magic or Ranged Skill lists.
Tyrant	5	4+	-	5+	3	6/7	27	Large, Brutal, Crushing Strength (2), Fury
Fire Elemental	6	4+	-	5+	3	-/7	23	Large, Beast, Crushing Strength (2), Pathfinder, Shambling
Ember Sprites	5	5+	-	3+	2	5/6	12	Large, No Crushing Strength, Breath Attack (Att), Height 0, Vicious

They're bloody great lizards, and they're overly fond of fire. You wouldn't expect them to be crawling through a waterlogged ruin, but then again, you wouldn't expect them to become pirates either. They're full of surprises, teeth, and scales.

Bring lots of weapons that can punch through their scales, or it will be like trying to fell a tree with a knife. If they bring along the smaller lizards with the pretty frills, make sure to find some antivenom; those little ones use almost as much poison as ratkin do.

Common Equipment

Pistols, Braces of Pistols, Firebolts

Miscellaneous Equipment

Corsair Pistol (10)
Unit gains a ranged attack with the following profile: 12", Piercing (1), +1 Ra

Chameleon Cloak (5)
Unit gains Stealthy

Jade Amulet (5)
Unit gains Elite

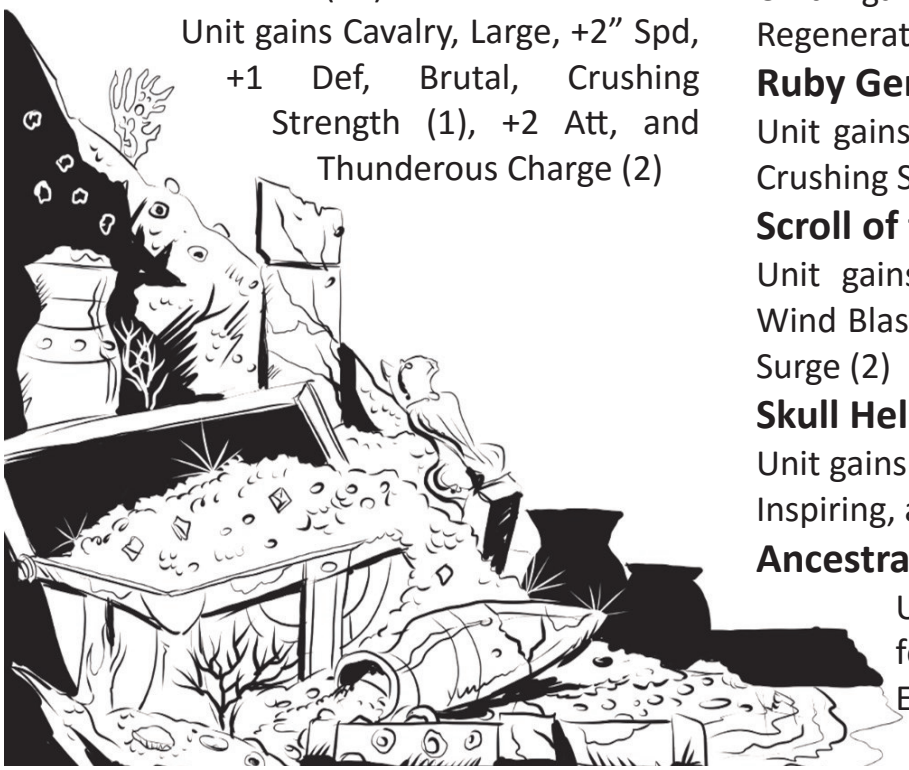
Mounts

Kaisenor Raptor (6)
Unit gains Cavalry, +3" Spd, and Thunderous Charge (1)

Lancer Raptor (15)
Unit gains Cavalry, +3" Sp, +1 Att, +1/1 Toughness, and Thunderous Charge (1)

Skyraider (24)
Unit gains Cavalry, Large, +3" Spd, +1 Me, +1 Att, and Fly

Rhinosaur (33)
Unit gains Cavalry, Large, +2" Spd, +1 Def, Brutal, Crushing Strength (1), +2 Att, and Thunderous Charge (2)



Artifacts

Sun Shield (30)
Unit gains +1 Def, +2/2 Toughness, Regeneration (6+), and Lightning Bolt (1)

Ruby Gemblade (45)
Unit gains Elite, Vicious, +1 Me, +2 Att, and Crushing Strength (2)

Scroll of the Toad Lords (40)
Unit gains Lightning Bolt (1), Fireball (2), Wind Blast (1), Bane Chant (1), Heal (1), and Surge (2)

Skull Helm (45)
Unit gains +1 Me, Crushing Strength (2), Very Inspiring, and Breath Weapon (8)

Ancestral Breath (25)
Unit gains a Ranged attack with the following profile: 12", Piercing (2), Elite, and Vicious

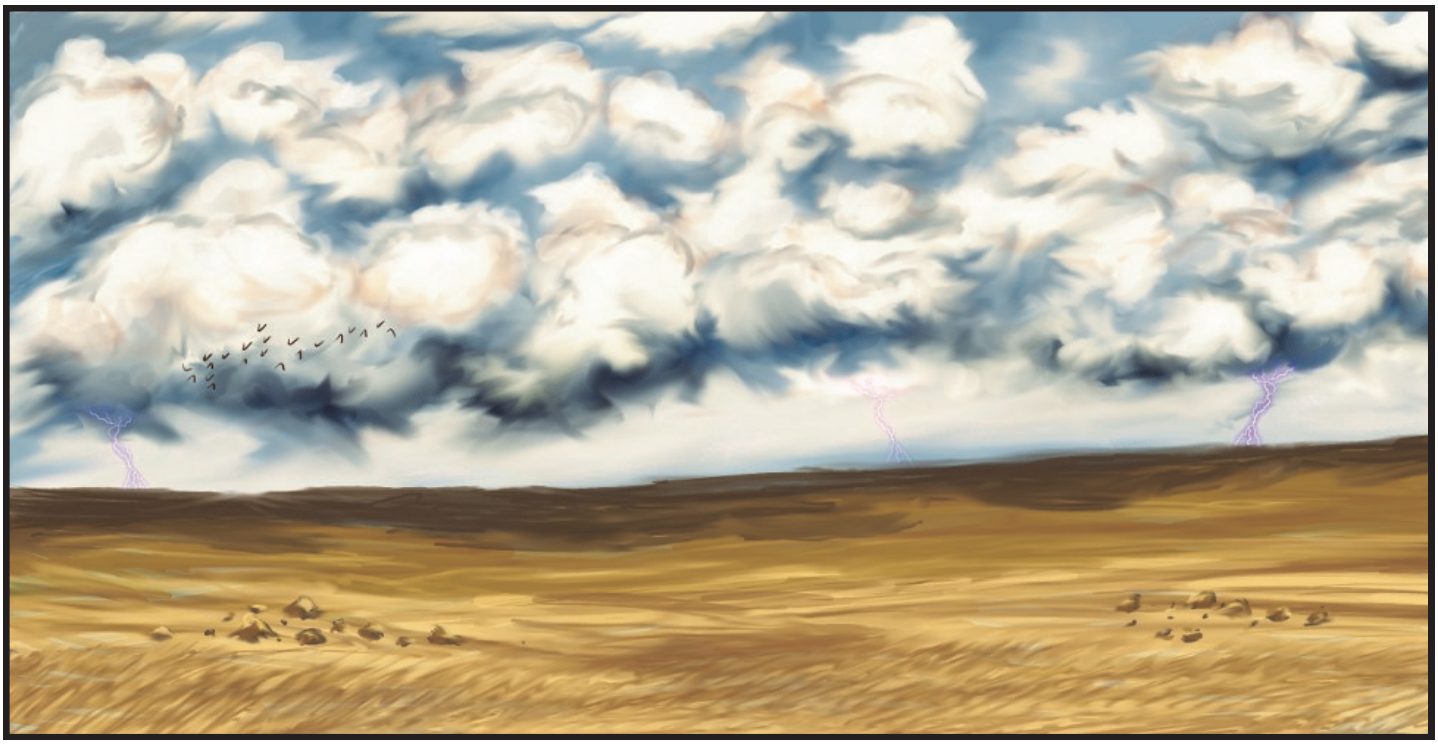
The Herd

Alignment: Neutral
Warband Special Rules: All Units have Pathfinder unless otherwise noted.

Unit	Spd	Me	Ra	Def	Att	To	Cost (gp)	Special
Tribal Warrior	6	4+	6+	4+	1	4/5	10	Thunderous Charge (1)
Totem Bearer	6	4+	6+	4+	1	4/5	13	Thunderous Charge (1), Has 1 Skill chosen from either the Magic or Agility skill lists.
Longhorn	6	3+	-	4+	1	5/6	14	Base Size: 25x25mm, Thunderous Charge (1), Crushing Strength (1)
Spirit Walker	6	4+	-	3+	1	-/6	10	Thunderous Charge (1)
Hunter	6	5+	5+	3+	1	4/5	9	Vanguard
Harpy	10	4+	-	3+	1	4/5	21	Base Size: 25x25mm, Fly, Vicious
Lycan	9	3+	-	4+	3	6/7	31	Large, Crushing Strength (1), Nimble, Regenerate (5+)
Guardian Brute	6	4+	-	5+	4	6/7	27	Large, No Pathfinder, Crushing Strength (1), Fury, Thunderous Charge (2).
Centaur Longmane	8	3+	-	4+	1	5/6	19	Cavalry, Crushing Strength (1), Thunderous Charge (1)
Centaur Bray -Hunter	8	4+	5+	3+	1	5/6	19	Cavalry, Nimble, Thunderous Charge (1)
Beast Pack	10	4+	-	3+	1	4/5	15	Cavalry, Beast, Nimble, Height (1), Vicious
Giant Eagle	10	4+	-	4+	3	5/6	36	Cavalry, Large, Beast, Fly, Fury, Thunderous Charge (2)
Stampede	7	4+	-	4+	5	7/9	37	Cavalry, Large, Beast, Crushing Strength (1), Strider, Thunderous Charge (3)
Hunting Animals	6	4+	-	3+	3	3/4	13	Beast, Crushing Strength (1)

Beasts, centaurs, and all manner of creatures that walks upon Mantica with cloven hoofs calls the Herd their faction. While fast, they are lacking in armor and shields.

Make sure to hit them from a distance, and whatever you do, don't let them charge you down. Otherwise you'll have their hooves mashing you into paste.



Common Equipment

Longbows

Miscellaneous Equipment

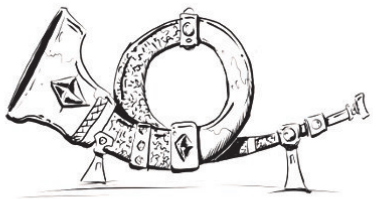
Totem Icon (10)
Unit gains Rallying! (1) and Inspiring.

Chimera Venom (5)
Unit gains Vicious

Stampede Amulet (10)
Unit gains Thunderous Charge (2)

Mounts

Chariot (15)
Unit gains Base Size: 50x100mm, Cavalry, Large, +3" Spd, +1 Att, and Thunderous Charge (1)



Artifacts

Brutox Eye (50)
Unit gains Regeneration (5+), Crushing Strength (1), Fury, and +3 Att.

Sagittarian Mutation (30)
Unit gains Cavalry, +2" Spd, Crushing Strength (1), +1 Ra, Piercing (1), Thunderous Charge (1), and Nimble

Eagle's Call (50)
Unit gains Windblast (1), Lightning Bolt (3), and Fly.

Herder's Warstaff (40)
Unit grants Strider and Fury to all Allied units in 6"

Ancestral Spirits (25)
Unit gains Iron Resolve, +1 Def, +2/2 Toughness, and Fearless

The League of Rhordia

Alignment: Neutral
Warband Special Rules: Units with Inspiring instead are Very Inspiring.

Unit	Spd	Me	Ra	Def	Att	To	Cost (gp)	Special
Militia	5	4+	5+	3+	1	4/5	6	-
Sergeant	5	4+	5+	3+	1	4/5	9	Has 1 Skill chosen from either the Magic or Melee Skill lists
Halfling	4	5+	-	3+	1	4/5	5	Stealthy
Adventurer	4	5+	-	3+	1	4/5	8	Stealthy, Has 1 Skill chosen from either the Protection or Melee Skill lists
Halfling Scout	4	5+	5+	3+	1	4/5	13	Nimble, Pathfinder, Stealthy
Dogs of War	4	4+	-	5+	1	4/5	5	-
House Guard	5	3+	-	4+	1	5/6	7	-

I tell you, you haven't eaten, not truly, until you've eaten at a Halfling feast. Some folks think the Halflings are a joke in a battle, soft and warm and cuddly, more like one of their pastries than a true cold-blooded killer.

The first time you see a Halfling elder carve a turkey, you can see exactly why no-one has ever conquered and held the lands of these so-called "soft" people.

Their blades are just one problem, and the other is hitting a target half the size you're used to. Add into that the various legions of knights that pledge fealty to Rhordia, and the absurd machines their engineers can summon from iron and wood and coal, and even a warband of them can be a challenge. I've seen they use little armor, so hitting them first might save your sorry skins, but only from close enough that you can't miss.

By Peter Grose

Common Equipment

Nets, Rifles

Miscellaneous Equipment

Soup Pot (5)
One use. Your Warband Value counts as being 1 category smaller when selling Treasure.

Aralez Feather (15)
Unit gains Iron Resolve, Regeneration (6+), and Heal (1)

Longsight Lens (5)
Unit gains +1 Ra.

Mounts

Household Steed (18)
Unit gains Cavalry, +3" Spd, Fury, +1 Att, and Thunderous Charge (2)

Pony (9)
Unit gains Cavalry, +4" Spd, +1 Ra, and +1/1 Toughness

Barded Pony (21)
Unit gains Cavalry, +3" Spd, +1 Me, +1 Att, Nimble, +1/1 Toughness, and Thunderous Charge (1)

Aralez (36)
Unit gains Cavalry, Large, +2" Spd, +3 Att, Crushing Strength (1), Iron Resolve, and Thunderous Charge (2)

Artifacts

Altar of the Shrine (35)
Unit gains Lightning Bolt (3) and Rallying! (1)

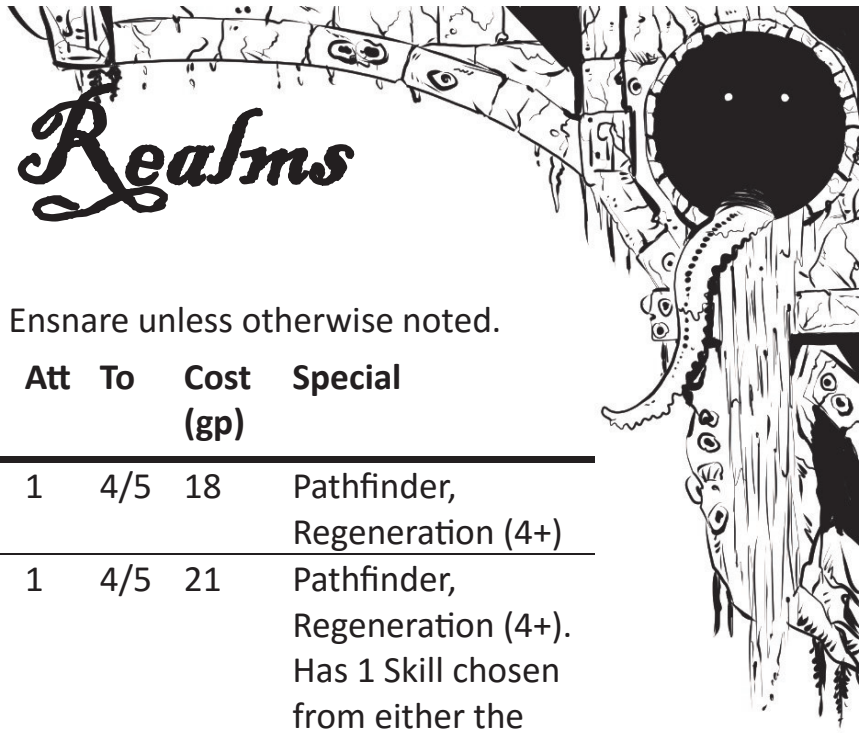
Steam Cannon (30)
Unit gains Breath Weapon (4) and Crushing Strength (2)

Runeblade (50)
Unit gains Vicious, Elite, +2 Me, +2 Att, and Crushing Strength (2)

Elder Crown (50)
Unit gains Extremely Inspiring, Fearless, Headstrong, Master Tactician, and Rallying! (3)

Volley Pistol (40)
Unit gains a Ranged attack with the following profile: 12", Piercing (1), +3 Att, and Reload!

The Trident Realms



Alignment: Neutral
Warband Special Rules: All units have Ensnare unless otherwise noted.

Unit	Spd	Me	Ra	Def	Att	To	Cost (gp)	Special
Naiad	5	4+	5+	3+	1	4/5	18	Pathfinder, Regeneration (4+)
Tidesinger	5	4+	5+	3+	1	4/5	21	Pathfinder, Regeneration (4+). Has 1 Skill chosen from either the Protection or Agility Skill lists.
Thuul	5	3+	-	3+	1	5/6	6	-
Placoderm	4	4+	-	5+	1	4/5	5	No Ensnare
Nokken	5	6+	-	3+	1	4/5	11	No Ensnare, Breath Weapon (Att), Vanguard, Regeneration (5+)
Riverguard	6	4+	5+	4+	1	5/6	21	No Ensnare, Fly, Pathfinder, Vicious
Water Elemental	7	4+	-	5+	3	-/7	24	Large, Beast, No Ensnare, Crushing Strength (1), Pathfinder, Regeneration (5+), Shambling
Depth Horror	6	3+	-	3+	3	6/7	15	Large, Beast, Crushing Strength (1)
Giga	4	3+	-	4+	2	6/7	18	Large, Beast, No Ensnare, Big Shield, Crushing Strength (3), Height 1
Tidal Swarm	5	5+	-	2+	5	-/6	15	Large, Beast, Height 0, Nimble

Just about the only lot madder about everyone traipsing through Perditus than the Brotherhood would be those bizarre fishmen. I've heard talk that even though the city has been beneath the waves and well within their purview for centuries, they've never dared explore the riches within. And now the cowards are howling about everyone else doing what they didn't dare do!

Still, despite their reluctance before, they will happily take the opportunity to use any and all aspect of the city's aquatic nature to trip you up. In melee they're hard to hit, and at any range they can shrug off blows against rubbery bones and scaled skin.

Best trick I've found is to mass fire, and hope one of them takes an arrow to the gills that they can't get back up from.

Common Equipment

Nets, Harpoon Guns, Tower Shields

Miscellaneous Equipment

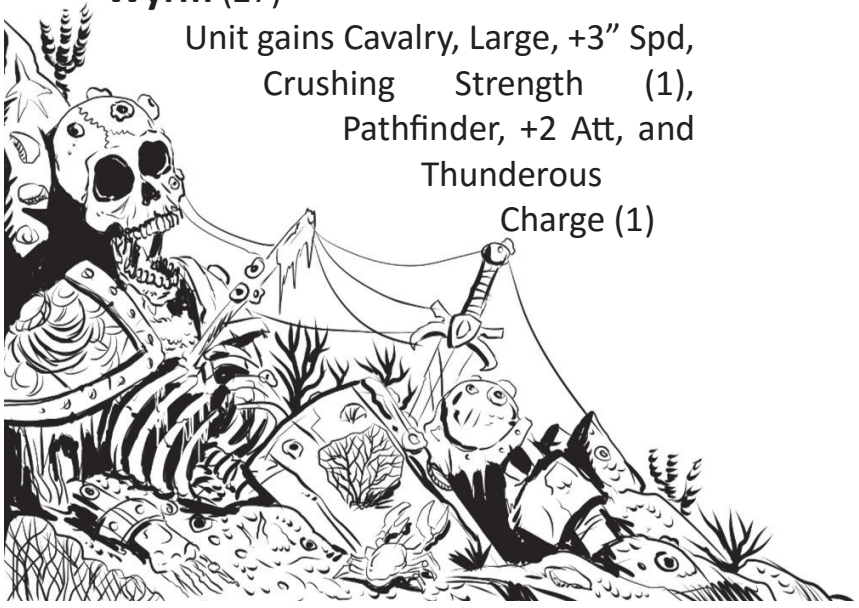
Depth Lure (5)
Unit gets +1 Me

Knucker Cloak (10)
Unit gains Stealthy and Nimble

Leviathan Spear (15)
Unit gains Phalanx, Vicious, and Crushing Strength (1)

Mounts

Wyrm (27)
Unit gains Cavalry, Large, +3" Spd, Crushing Strength (1), Pathfinder, +2 Att, and Thunderous Charge (1)



Artifacts

Siren's Conch (40)
Unit gains Wind-Blast (4), but when used moves the target unit towards this unit rather than away. Any enemy unit hit with the Wind Blast spell is automatically Disordered during its next turn. Units with the Shambling special rule cannot be targeted by the Siren's Conch.

The Lost Trident (50)
Unit gains Breath Weapon (4), Wind-Blast (3), Fly, and Surge (4)

Blessing of the White Whale (25)
Unit gains Vicious, Elite, +1 Me, Crushing Strength (1), and Pathfinder.

Brain Coral Amulet (35)
Unit gains Master Tactician, Fearless, Iron Resolve, and Breath Weapon (2), Wind-Blast (1), and Bane-Chant (1)

Waverider Boots (30)
Unit gains +6" Spd, Thunderous Charge (2), Pathfinder, Crushing Strength (1), +1/1 Toughness, and +1 Def

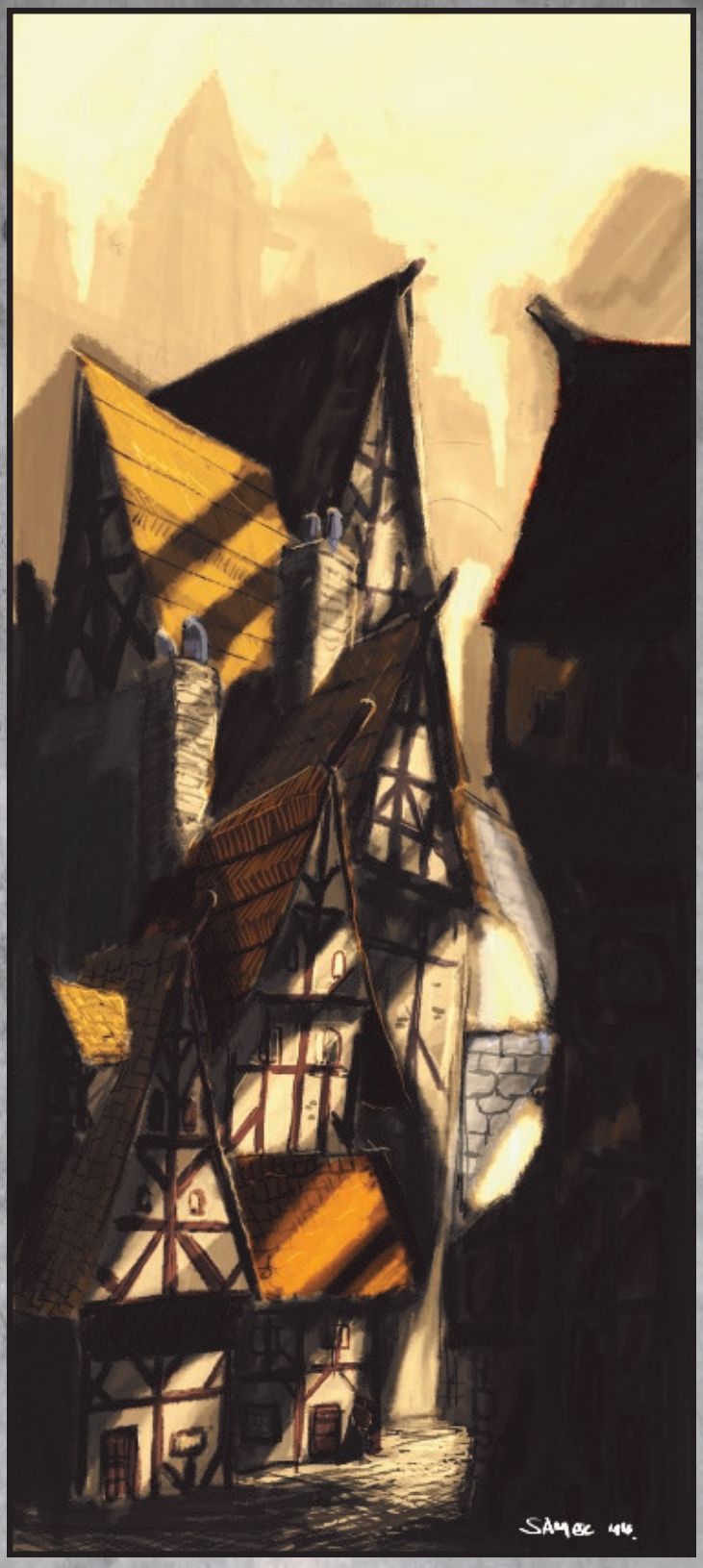
The boy was dying. Consumed and eaten up by the plague, he was little more than a rag doll skeleton to the grim men filling the common grave. It had once been the basement of an old manor house long ago on the outskirts of the little town the boy had lived in... I will not say 'grown up in', as he was very young yet. The manor had burned down years ago, and now the stone lined pit that remained served as a mass grave for the bodies of the plague's victims.

The plague had been killing people for three long weeks in the town. The men that were forced to dispose of the dead no longer had any tears or remorse. Perhaps they had once been good men, men who laughed and loved and cared about their neighbors. Perhaps they had even known the boy. But now they were hard hearted, stony-faced and performed their duties ruthlessly and haphazardly.

It did not matter to the men that the boy lived. He was good as dead, and they had no time to wait around for him to expire. Too many bodies waited their turn for burial. Too many dead. Callously the men tossed the boy and the other corpses they were carrying onto the piles of the dead and headed back the doomed town for more bodies.

Soon the night swallowed up the receding lanterns of the corpse men, and all was dark and silence.

In time the boy's fever broke as it is want to do just before the plague finally kills it's tormented victim. The boy woke, and whimpered softly.



"Mama… mama…" he called in a thin, wavering voice. It was so cold…

The boy was blind, for the plague had eaten out his eyes, but that scarcely mattered in

the near perfect dark that shrouded the lands. Only the faintest glitter of a handful of stars shining weakly high above were any light at all. That, and in the corner, there was the gleam of yellow eyes.

The tall woman sat amongst the corpses, silent and unmoving. Since nightfall she had been patiently waiting for night, invisible to the eyes of the living, taking her leisure and waiting for the witching hour.

Her face was long and lovely, but her hair was wild and swept back in points, and a mask of bone covered the top half of her face. Her lips were turned down in a habitual frown. She was very pale, like the corpses she kept company. Her robes were tanned skins of the ghastliest kind and her breastplate armor human bone.

One might have mistaken her for a corpse herself if not for her bizarre garments and her ancient gleaming yellow eyes.

"...mama …mama?" the boy whimpered plaintively, writhing weakly but unable to rise or even sit up.

The night wind swept through the ruined cellar, and time passed in agony. Eventually, the boy's calls turned to feeble whimpering and then soft choking sobbing.

Did those wicked old eyes soften?

They did. Impossibly, they did. The tall woman rose soundlessly and floated to the boy's side. There she knelt, looking at the ruins of his face. After a long moment, she took the boy into her lap.

"Mama...?" he wept.

"Shhh…" the woman whispered hoarsely, rocking the child gently.

"Mama...!" the weakest ghost of a smile touched his parched and cracking lips.

And so they sat for long hours in the dark of the night, and the boy slept. But in time the fever began it's final assault, and a spasm of pain woke him shrieking.

"Mama!" he sobbed "Mama it hurts...!" he cried out in agony. The woman whispered harsh words that hurt the ear to hear, and the pain began to subside.

It was no healing prayer or priestly magic, but dark necromancy. With dreadful spells she bought his solace by filling him with the numbness and unfeeling like unto the dead. This spell would eventually kill the boy, but that didn't matter. She knew this plague; he would be dead before the curse killed him.

Sighing, almost rapturously at the cessation of the torture, the boy snuggled against the woman and whispered "Sing for me mama...?"

The woman blinked, embarrassed. She could not sing, not well. Years of incanting forbidden spells had harshened her voice most unnaturally. "Hush… I will tell you a story," she whispered…

-From "Deathtime Story" by Gerry Lee
Ironwatch Issue 29

The Empire of Dust

Alignment: Evil
Warband Special Rules: Units have Lifeleech (1) unless otherwise noted.

Unit	Spd	Me	Ra	Def	Att	To	Cost (gp)	Special
Skeleton	5	5+	5+	4+	1	-/6	8	Shambling
Acolyte Priest	5	5+	5+	4+	1	-/6	11	Shambling. Has 1 Skill chosen from either the Melee or Magic skill lists.
Revenant	5	4+	-	4+	1	-/6	7	Shambling
Mummy	5	4+	-	5+	1	-/7	21	Crushing Strength (2), Regeneration (5+), Shambling
Enslaved Guardian	6	4+	5+	5+	3	-/7	40	Large, Crushing Strength (2), Shambling, Windblast (5)
Swarm	6	5+	-	2+	3	-/6	12	Large, Beast, Height 0, Shambling, Vanguard
Scavenger	10	5+	-	4+	3	5/6	26	Large, Beast, Fly, Lifeleech (2)

Ha, I knew you wouldn't stop pestering me until I told you about the 'other' kind of Undead. Lad, there's more sources and practitioners of magic than just what you've seen and heard. Rumors even say that the secret of necromancy was learned from the pharaohs of the southern sands, rather than created by the vampires and their kin. Of course, tell a vampire that and they'd be even more likely to rip out your throat than usual, but behind all rumors lie grains of truth, I've always said.

One thing you'll notice against a band of the Empire's skeletons is their bows. Second thing is the mummies and enormous djinn they raise or enslave to their will. The arrows are poorly-aimed, to be sure, but when one of those other beasties is roaring in your ear, keeping your shield pointed to the sky instead of at their monsters is the last thing on your mind.

Luckily, the magical cost of controlling such ferocious creatures must be taxing, as their warbands are blessedly smaller than those led by a vampire.

Still, what few monsters they have are frightening in close combat; so stay far afield of them and use your superior numbers to whittle them down before they have a chance to catch you.

Common Equipment

Heavy Crossbows, Light Catapults

Miscellaneous Equipment

Casket of the Damned (5)
One Use. When this unit is targeted by a Surge spell, you may roll an additional 5 dice which count towards the total Surge result. This must be declared before rolling any dice for the spell.

Wormfang Arrow (10)
Unit gains Piercing (2)

Scarab Swarm (15)
Unit gains Crushing Strength (1) and Lifeleech (2)

Mounts

Skeletal Horse (9)
Unit gains Cavalry, +4" Spd, Nimble, and Thunderous Charge (1)

Revenant Chariot (27)
Unit gains Base Size: 50x100mm, Cavalry, Large, +2" Spd, +2 Att, +1/1 Toughness, and Thunderous Charge (2)

Worm (36)
Unit gains Cavalry, Large, +1" Spd, +1 Def, +3 Att, +1/1 Toughness, Crushing Strength (1), and Thunderous Charge (1)

Artifacts

Monolith Shard (40)
While within 6" of this unit, friendly, non-Allied units add +2 to their spells' (n) values.

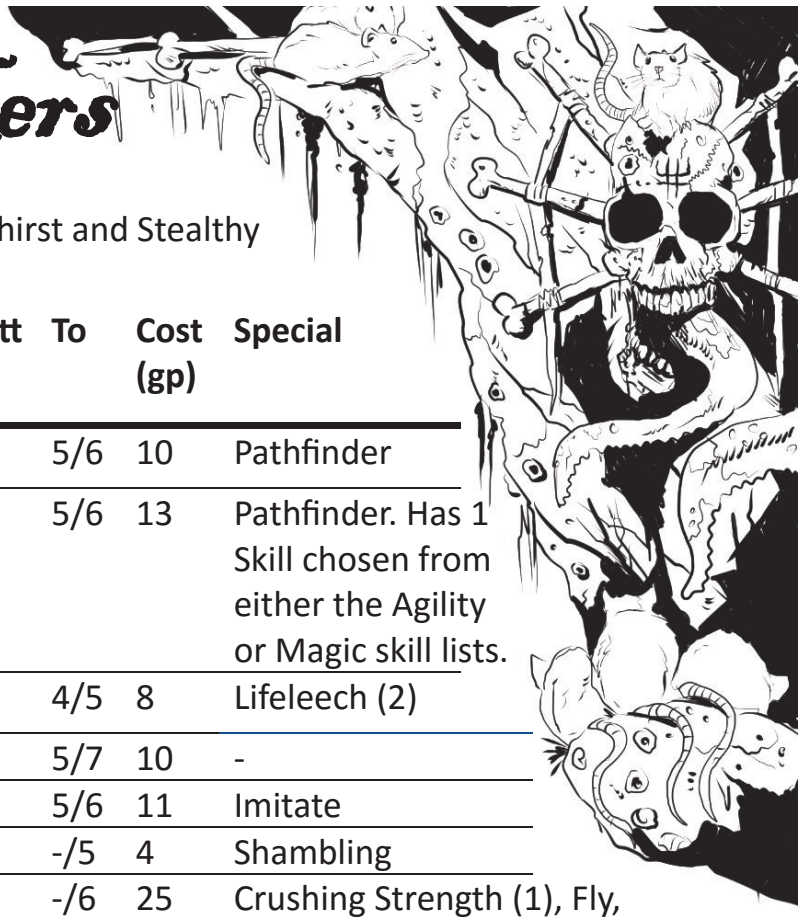
Soul Net (45)
Unit gains Heal (2), Lightning Bolt (3), and Stealthy

Shobik's Staff (50)
Unit gains Inspiring, Heal (3), Crushing Strength (2), and all friendly, non-Allied units within 6" have the Iron Resolve special rule.

Book of the First Necromancer (25)
Unit gains Surge (2), and when any friendly, non-Allied units within 6" rolls for Surge spells, they can re-roll all dice that score a natural, unmodified 1.

Amulet of L'lib (30)
Unit gains Stealthy, Ensnare, Windblast (3), and Lightning Bolt (1)

Night-Stalkers



Alignment Evil

Warband Special Rules: Units have Mindthirst and Stealthy unless otherwise noted.

Unit	Spd	Me	Ra	Def	Att	To	Cost (gp)	Special
Spectre	6	6+	4+	3+	1	5/6	10	Pathfinder
Dream-Eater	6	6+	4+	3+	1	5/6	13	Pathfinder. Has 1 Skill chosen from either the Agility or Magic skill lists.
Bloodworm	5	4+	-	4+	1	4/5	8	Lifeleech (2)
Reaper	5	3+	-	4+	2	5/7	10	-
Doppleganger	5	5+	-	4+	1	5/6	11	Imitate
Scarecrow	5	5+	-	3+	1	-/5	4	Shambling
Phantom	10	4+	-	5+	1	-/6	25	Crushing Strength (1), Fly, Shambling
Needle-Fang	5	5+	-	3+	4	4/6	19	Large, Height 0, Pathfinder, Vanguard
Butcher	6	4+	-	5+	3	-/7	23	Large, Crushing Strength (2), Shambling
Shadowhound	9	4+	-	4+	2	5/6	24	Cavalry, Beast, Height 1, Nimble, Regeneration (5+), Thunderous Charge (1)
Fiend	8	4+	-	4+	4	6/8	29	Large, Cavalry, Crushing Strength (1), Vicious

While there are monsters lurking in the ruins of Perditus, boy, the worst creatures are those who already walk upon Mantica in the witching hours. The Night-Stalkers infest Perditus, it seems; while a fight in the daytime might merely pit your life against another's in bladed combat, at night is when the whispers come. These are ruins, aye, but not silent ones, and the stalkers can coax the city's madness of a hundred thousand spirits.

Your leaders will not help you, your blade will fail you, and you will be left with whatever courage you can muster by yourself, when you feel like you're drowning under the weight of guilt for all of your past sins.

Of course, the effect recedes sharply when you stick them with your blade, so my recommendation is for you and your mates to pile on and do so as quick as you can.

Common Equipment

Firebolts

Miscellaneous Equipment

Mimicry (5)
Unit gains Imitate

Accursed Gourd (15)
Unit gains Surge (6)

Bloodletting (15)
Unit gains Crushing Strength (1) and Lifeleech (1)

Mounts

Nightmare (42)
Unit gains Cavalry, Large, +5” Spd, +1 Att, +1/1 Toughness, Fly, Thunderous Charge (1), and Windblast (5)

Artifacts

Aura of Despair (25)
Unit gains Brutal, and while within 6" of this unit, enemy units take a -1 penalty to their Stunned and Casualty Toughness values in addition to any other modifiers.

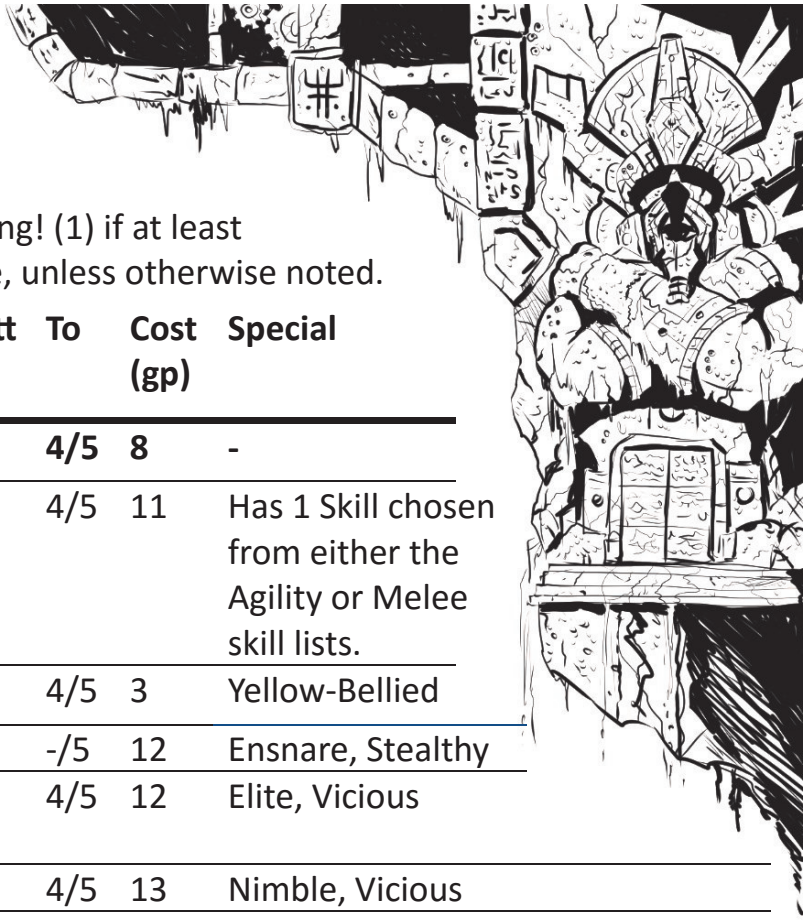
The Dreamfeast (35)
Unit gains Lifeleech (2), Brutal, and while within 6" of this unit, all friendly, non-Allied units have Lifeleech (1) or increase their Lifeleech value by 1 if they already have it.

Aspect of the Bogeyman (50)
Unit gains Advanced Deployment, Ensnare, +2 Att, +2 Me, and Lifeleech (1)

Fearlord Wings (30)
Unit gains +6” Spd, Fly, Thunderous Charge (1), and Regenerate (5+)

Morris Bells (40)
Unit gains +1 Def, +1/1 Toughness, +2 Att, +2 Me, and Crushing Strength (2)

Ratkin



Alignment: Evil

Warband Special Rules: Units have Rallying! (1) if at least 50% of the warband remains on the table, unless otherwise noted.

Unit	Spd	Me	Ra	Def	Att	To	Cost (gp)	Special
Warrior	**6**	**5+**	**4+**	**4+**	**1**	**4/5**	**8**	**-**
Greyfur	6	5+	4+	4+	1	4/5	11	Has 1 Skill chosen from either the Agility or Melee skill lists.
Tunnel Slave	6	5+	-	2+	1	4/5	3	Yellow-Bellied
Blight	6	4+	-	3+	1	-/5	12	Ensnare, Stealthy
Shock Trooper	6	4+	-	4+	1	4/5	12	Elite, Vicious
Scurrier	6	5+	4+	3+	1	4/5	13	Nimble, Vicious
Vermintide	6	5+	-	3+	3	4/5	14	Large, Beast, Height 0, Nimble, Vicious
Brute	6	4+	-	4+	3	5/6	32	Large, Brutal, Crushing Strength (2), Fury, Regeneration (5+)

What 'Ratkin'? What are you talking about, there's never been such a thing! What an active, and twisted, imagination you have.

No, lad, I'm just fooling with you. The Ratkin are all too real, and come in numbers so vast they can truly be called a flood.

They're deadly fighters, and fast, too; weak as a kitten, of course, but just try to be the first to land a blow on them! Poisons and backstabs are their forte, so always be aware of where the little furry devils are, or else you'll be feeling the cold kiss of a knife in the kidney before long.

There's some that come with nets and whips, and others with vile plagues and potions to choke the breath right out of your body. Some have even seen great swarms of common vermin as well, commanded by their leaders as if under a trance.

Keep your blade sharp, because if you ever kill a Ratkin, an army will take their place.

Common Equipment

Nets, Long Rifles, Firebolts

Miscellaneous Equipment

Plague Vial (10)
Unit gains Ensnare and Stealthy

Doom Chime (15)
Unit gains +1/1 Toughness and +2 Me

Greenstone Extract (5)
Unit gains Crushing Strength (1)

Mounts

Fleabag (15)
Unit gains Cavalry, +3" Spd, +1 Me, +1 Att, and Thundering Charge (1)

Artifacts

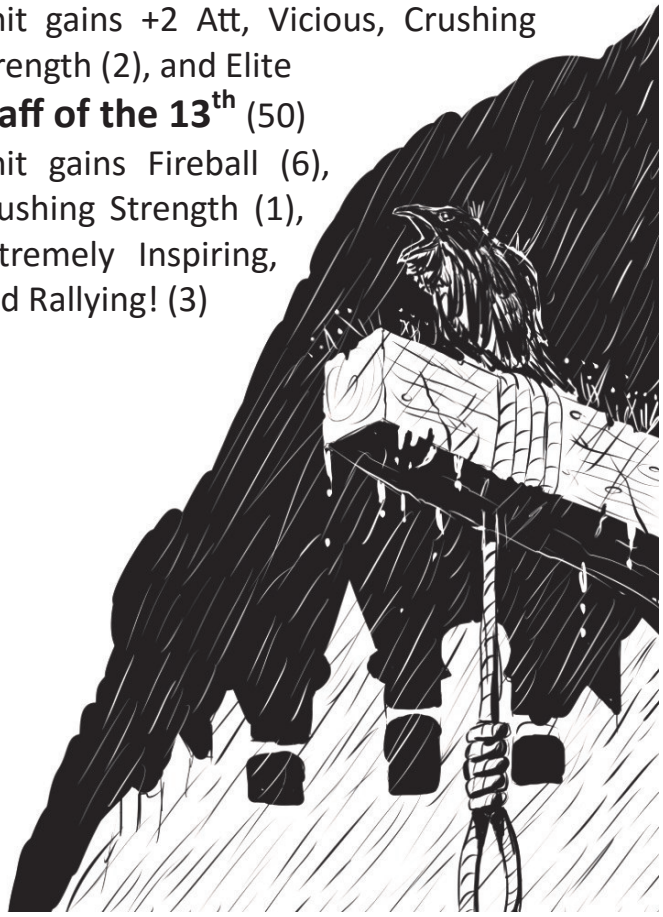
Greenstone Orb (40)
Unit gains Ensnare, Stealthy, +2/2 Toughness, +1 Me, Crushing Strength (2), and Vicious

Wretched Sling (25)
Unit gains Stealthy and a ranged attack with the following profile: 12", Piercing (1), +2 Att

Bell-Shard Sword (35)
Unit gains +1 Me, Very Inspiring, Rallying! (2), and Crushing Strength (2)

Crying Blades (40)
Unit gains +2 Att, Vicious, Crushing Strength (2), and Elite

Staff of the 13th (50)
Unit gains Fireball (6), Crushing Strength (1), Extremely Inspiring, and Rallying! (3)



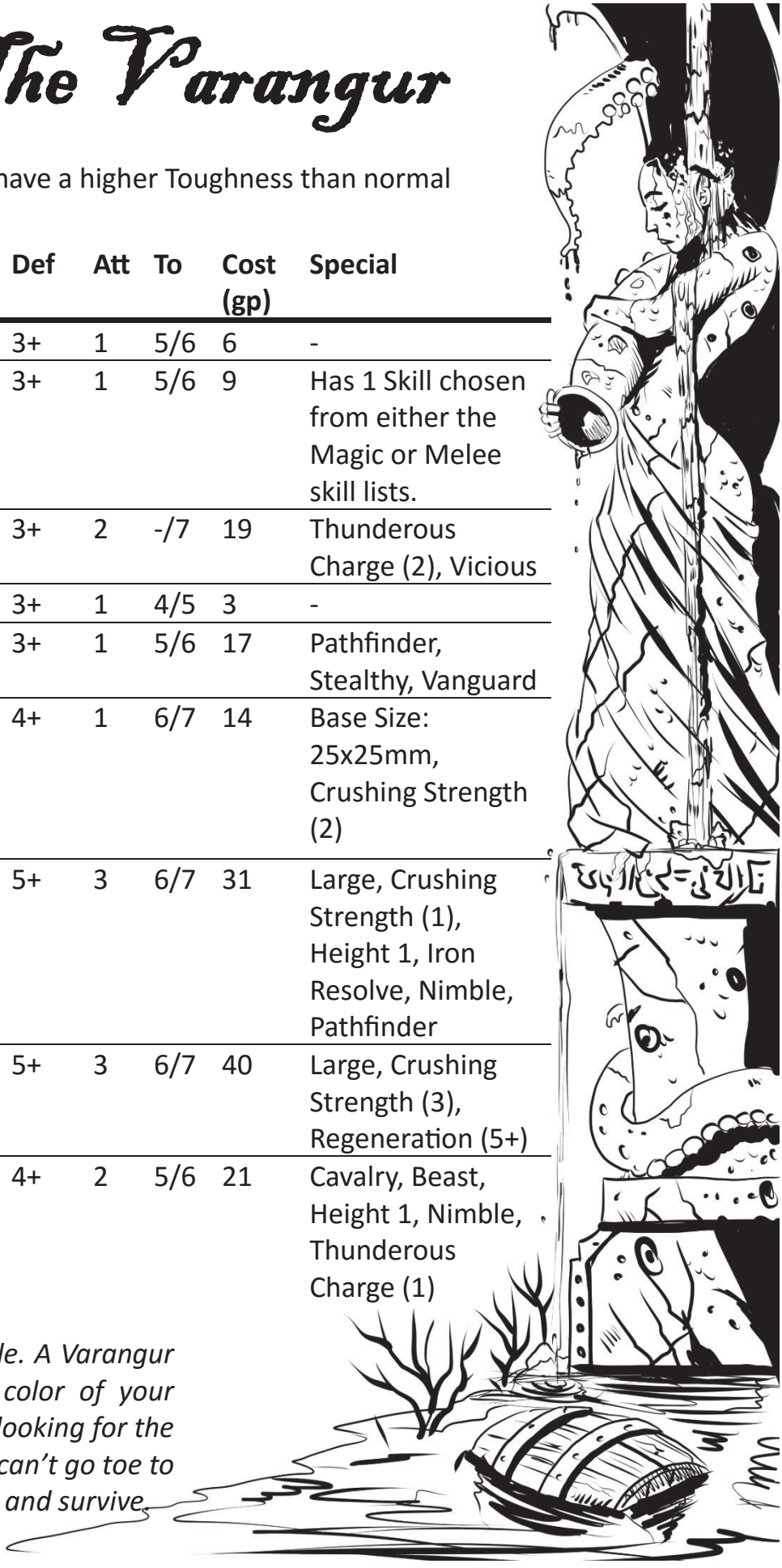
The Varangur

Alignment: Evil

Warband Special Rules: Units have a higher Toughness than normal (already included in profile).

Unit	Spd	Me	Ra	Def	Att	To	Cost (gp)	Special
Warrior	5	4+	6+	3+	1	5/6	6	-
Bloodspiller	5	4+	6+	3+	1	5/6	9	Has 1 Skill chosen from either the Magic or Melee skill lists.
Reaver	6	4+	-	3+	2	-/7	19	Thunderous Charge (2), Vicious
Thrall	5	5+	-	3+	1	4/5	3	-
Night Raider	5	4+	4+	3+	1	5/6	17	Pathfinder, Stealthy, Vanguard
Sons of Korgaan	5	3+	-	4+	1	6/7	14	Base Size: 25x25mm, Crushing Strength (2)
The Fallen	8	3+	-	5+	3	6/7	31	Large, Crushing Strength (1), Height 1, Iron Resolve, Nimble, Pathfinder
Cave Troll	5	4+	-	5+	3	6/7	40	Large, Crushing Strength (3), Regeneration (5+)
Tundra Wolf	9	4+	-	4+	2	5/6	21	Cavalry, Beast, Height 1, Nimble, Thunderous Charge (1)

Tough as nails, and twice as vile. A Varangur will gut you just to see the color of your innards, and moreso if they're looking for the favor of their gods. You simply can't go toe to toe with them and their armor, and survive.



Common Equipment

Throwing Axes

Miscellaneous Equipment

Brand of the Warrior (5)
Unit gains Brutal

Guise of the Deceiver (10)
Unit gains Headstrong and Fury

Mask of the Reaper (5)
Unit gains Lifeleech (1)

Mounts

Dark Steed (15)
Unit gains Cavalry, +3" Spd, +1 Att, and Thunderous Charge (2)

Direfang (42)
Unit gains Cavalry, Large, +1" Spd, +1 Def, +4 Att, Crushing Strength (2), and Strider

Artifacts

Icon of Punishment (45)
Unit gains Lightning Bolt (3) and their Lightning Bolt is counted as being Piercing (2)

Icon of Fear (40)
All allies within 12" count as having the Brutal special rule

Icon of Fury (30)
Unit gains Bane-Chant (3)

Icon of Compulsion (25)
This unit gains Surge (10), and this Surge can be cast on any friendly units even if they do not have the Shambling special rule

Demonic Possession (50)
Unit gains Crushing Strength (1), Vicious, Regeneration (5+), Fly, +6" Spd, and +1 Me

By Matt Gilbert

Warband Roster

Warband Name			
Warband Faction		**Alignment**	
Notes			

Warband Value		**Treasury**		**Starmetal**	
Unused Equipment					

Name	**Spd**	**Me**	**Ra**	**Def**	**Att**	**To**	**Cost**	**Special Rules**

Skills		**XP**	
Equipment			
Injuries			

Name	**Spd**	**Me**	**Ra**	**Def**	**Att**	**To**	**Cost**	**Special Rules**

Skills		**XP**	
Equipment			
Injuries			

Name	**Spd**	**Me**	**Ra**	**Def**	**Att**	**To**	**Cost**	**Special Rules**

Skills		**XP**	
Equipment			
Injuries			

Name	**Spd**	**Me**	**Ra**	**Def**	**Att**	**To**	**Cost**	**Special Rules**

Skills		**XP**	
Equipment			
Injuries			

Name	**Spd**	**Me**	**Ra**	**Def**	**Att**	**To**	**Cost**	**Special Rules**

Skills		**XP**	
Equipment			
Injuries			

An example Kingdoms of Men starting warband: The Dispatch of Lord Erhinar.

We start with a Foot Guard as the Leader for 9gp, two Militia with Bows for 10gp each, and three Militia with Shields for 7gp each. This warband has multiple bodies, but not outstanding Melee or Defense skills, and will probably work best with the melee Militia protecting the archers as they pick off valuable enemy targets.

After a few matches, this warband has added two Militia with Rifles and two Militia with Shields and Spears. These will add much-needed ranged firepower, and protection for those new ranged units.

An example Elven starting warband: The Greenknives

For a Leader, we'll take a Kindred with a Shield, for 13gp, and two Kindred with Bows for 16gp each. While few in number, this warband has some enviable ranged firepower and accuracy. If they can keep the archers out of melee, they can whittle the enemy strength down in a hurry.

A few matches later, and the Greenknives have added three Kindred with Spears and Shields, and another Kindred with a Bow. Now they have a strong defensive line, giving the archers even more time to wreak havoc.

An example Undead starting warband: The Red Lady's Entourage

The Red Lady will be the leader, of course, and will be a Soul Reaver for 18gp. Adding onto that are two Zombies at 4gp each, a Skeleton with a Shield for 10gp, and a Skeleton with a Spear and Shield for 13gp. While this warband doesn't have any ranged options, they can shred enemies in melee with ease.

Some additional gold later, and the warband has expanded to include two more Zombies, another Skeleton with Shield, and a Revenant with a Shield. Still lacking ranged options, they are deadlier than ever up close.

Another example Kingdoms of Men starting warband: Barrett's Privateers

For a Leader, we'll take Captain Barrett himself, making him a Foot Guard and giving him a Brace of Pistols for a total of 23gp, and using the same Foot Guard with Brace of Pistols stats for 23gp with the first mate, Mr. Harker. While they're few in number, this warband packs some devastating firepower.

After finding more crew members in the ruins, the warband has added Steady-Hand Pete, the helmsman, Fat Bill, the ship's cook, and Mark Smitty, the cabin boy. Now most problems can be solved in volley of gunfire!

Come ,lad, sign aboard, and we'll sail to the damned city of Perditus to seek our fortunes. There's treasure in the very rock, my boy, treasure from the stars above, delivered through the wrath of the gods.

But remember to always keep your guard up and your wits about you, lest you become another of the ruined city's countless victims. Enough blood has been spilt in those streets to nearly sink the wretched city again.

The Star-Struck City now only offers riches or death. What will you find?